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PRIMA'S SECRETS OF THE GAMES

McCubbin and Ladyman

Prima's Official Guide to

Ultima

COLLECTION

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This book would not have been possible without two important groups of people —

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- Many others, whom we're forgetting or whose identity has been lost in the mists of time (it's not intentional, and we apologize!),
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We salute you, one and all. You are worthy to be monkeys!

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Welcome to Akalabeth Land of Doom

Long ago, Mondain the Wizard slew his father and took the mystical Gem of Immortality, gaining almost infinite power. In order to bend the world to his will, he opened countless dungeons – pits of festering evil which drew the blackest villains, the unquiet dead and fierce monsters from other worlds together.

To the land troubled by Mondain came British, a mighty mage and champion from another world. British resolved to lead the people of the land in opposition to Mondain's magical terrors.

This is a tale of the very earliest days of the conflict between Mondain and Lord British. British has claimed a small domain as his own, surrounded by mountains, and built a mighty castle, but Mondain's dungeons are everywhere. To cleanse the land, British offers magical rewards to those brave enough to enter the dungeons and face the evils therein in combat. The mightiest of his champions he makes knights of the realm.

You are a simple but valiant peasant, determined to earn your spurs as a knight of the realm by challenging the creatures of the underworld.

Hints and Tips

There are a lot of dungeons and towns on the map of Akalabeth, but they're all completely identical. Start out in the dungeon nearest your starting point, then move for the rest of the game to the dungeon and town nearest British's castle. There's no reason to stray.

Dungeon levels (monsters, treasures and traps) reset any time you leave and re-enter that level. Monsters are always generated at the same specific spots and always start to move toward you when you come within sight (this means that you can memorize the best places to fight monsters on each level, and keep monsters from catching you by surprise). Monsters can see through illusionary walls, so it's possible for one you can't see to be on your trail.

Illusionary walls are one of the more challenging aspects to dungeon delving in Akalabeth. You can't always assume that the blank wall in front of you is actually there. Not only does this make a lot of head-banging essential to dungeon exploration, it also prevents you from seeing too far ahead of your current position. Some illusionary walls are one-way. They look like a wall on one side, and like the open passage they really are from the other.

Probably the greatest challenge to beating Akalabeth is food conservation. You consume one unit of food each time you move. If you run out of food at any time, that's it – you're dead. Estimating how much food you'll need to make it back to town from your current dungeon level is a vital survival skill. There's no feeling worse than dropping dead from starvation two squares out from town after a three-hour dungeon crawl with 5,000 gold in your pack.

Because of the importance of food conservation, the silly-looking little gremlin is probably the most dangerous monster in the game. Three or four hits from a gremlin are enough to lay even the best-prepared adventurer low (a successful gremlin takes half your food, so four consecutive hits from a gremlin will take your food reserves down to 6.25% of what they were at the start of the encounter). Gremlins aren't hard to kill, but they are sneaky. Get them before they get you.

Walkthrough

Created in a time when state-of-the-art home computers had significantly less memory and processing power than many common kitchen appliances do today, Akalabeth is not a game of great subtlety or complexity. Beating the game has less to do with skill or cleverness than with simple perseverance.

You begin the game in a general store. Buy a weapon (a bow and arrow are recommended) and food (at least 50, preferably 80 or 90). Proceed directly to the nearest dungeon (an X on the map) and enter. A skeleton, thief or both should be near the entrance. Kill the first one you encounter. There may be a treasure chest in the immediate area. Climb up and go down again, kill the skeleton or thief again. Do this until you're down to about half your original food, then go back to the nearest town and buy more food.

Once you have several hundred food you can go off in search of Lord British's castle. (If you run short on food – under 100 or so – pop down to the nearest dungeon to make some money. The skeleton and the thief will always be there for you.) Lord British will give you a commission to kill a monster and reward you with a stat bonus. When you have successfully killed your assigned creature, you may return to Lord British for a new commission and bonus. You will receive at least one commission for each level of difficulty (up to a maximum of 10), with the difficulty of the monsters generally ascending as well.

There are 10 different monsters in the game, and each level of the dungeon has precisely one of each kind of monster that lives on that level. The first level starts with one Thief and one Skeleton. Each level thereafter adds one additional monster type until all 10 monsters are accounted for. There are an infinite number of levels. The monsters are:

Level 1 ..Skeleton & Thief
Level 2.....Giant Rat
Level 3.....Orc
Level 4.....Viper
Level 5 ...Carrion Crawler
Level 6.....Gremlin
Level 7.....Mimic
Level 8.....Daemon
Level 9.....Balrog

Once you've killed your last commissioned monster, return to Lord British and he'll dub you as a knight. You win. You can continue to dungeon-delve if you wish, but you can't receive any more commissions or rewards from Lord British.

Shortcuts and Surprises

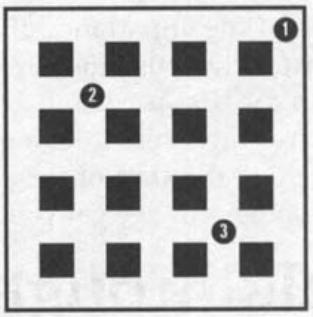
Lucky Number

The number you enter at the start of the game randomizes both character generation and dungeon maps. If you always enter the same number, you always get the same maps.

Fighter's Surprise

Sometimes the game generates a level where the ladder up doesn't link up with the ladder down. When this happens, you need the *Ladder Down* spell to continue your quest.

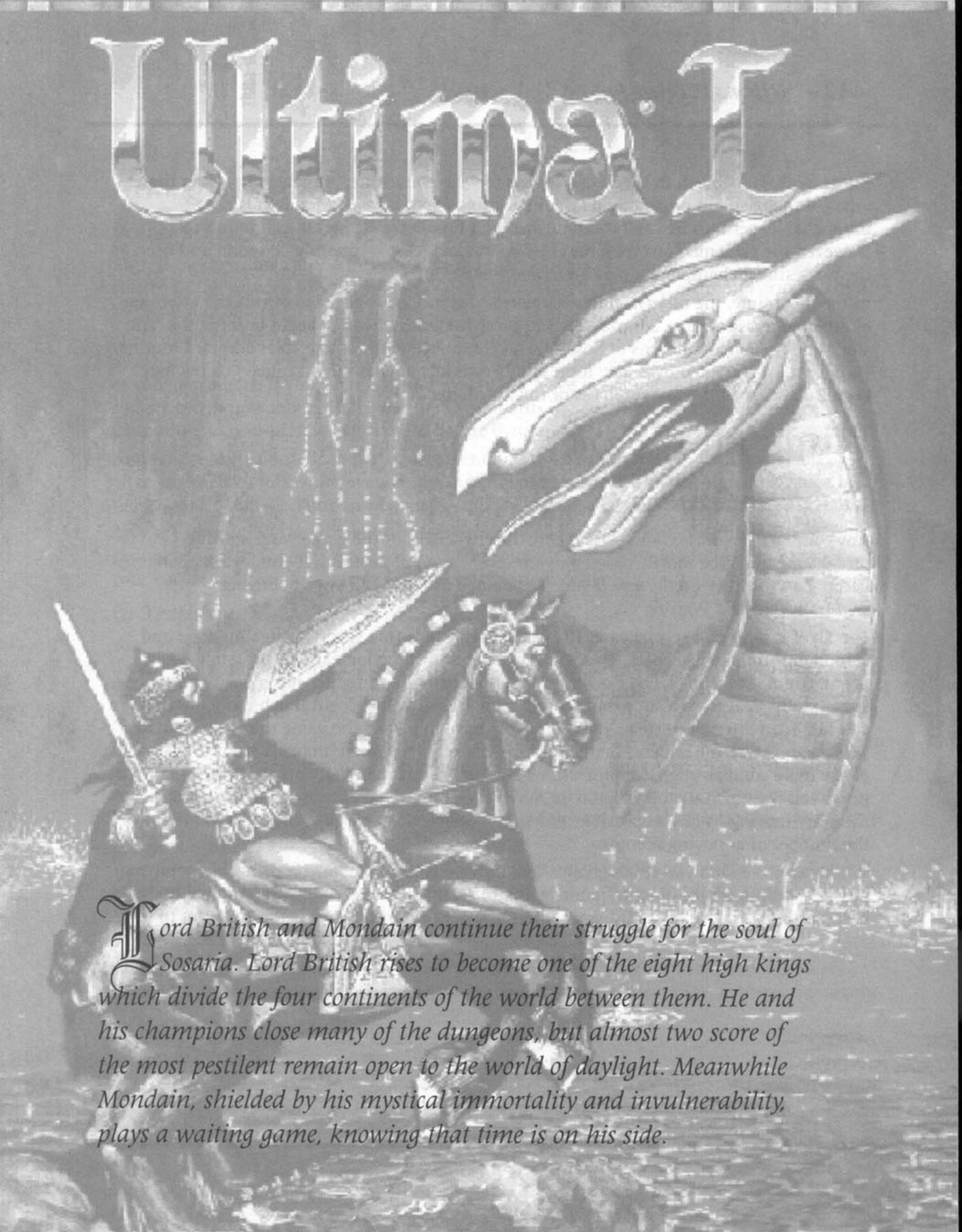
This is where wizards shine over fighters. Wizards can produce a ladder up or down on request, but fighters are completely at the mercy of the random results of their magic amulets. This can lead to some really horrifying transformations (there's also a small chance you'll transform yourself into a super-being). If you're a fighter and you get transformed into anything with stats below 10, the game is basically over for you (however, because the amulet effects are random for fighters, a bad transformation can be overcome by scrupulous game saving).



1) Level 1 Entrance
2) Ladder up (even levels)
Ladder down (odd levels)
3) Ladder down (even levels)
Ladder up (odd levels)
■ Always blocked

Every level of every dungeon has the same core design. Walls and other elements are added to the template illustrated above.

Ultima I



Lord British and Mondain continue their struggle for the soul of Sosaria. Lord British rises to become one of the eight high kings which divide the four continents of the world between them. He and his champions close many of the dungeons, but almost two score of the most pestilent remain open to the world of daylight. Meanwhile Mondain, shielded by his mystical immortality and invulnerability, plays a waiting game, knowing that time is on his side.

But is it? Rumors begin to speak of a legendary "time machine," capable of parting the mists of the past and propelling its rider back to ancient days. If Mondain is now untouchable, perhaps he can be vanquished at a time *before* he became an immortal. However, the time machine remains elusive. It is said that it can only be found and used by the predestined champion, a hero from another world.

In the meantime, the otherworldly energies of the dungeons begin to attract the attention of other spheres towards Sosaria. Magical races from other worlds begin to settle the land alongside the native humans of Sosaria, and commerce with remote stars becomes routine. Potent artifacts created by a new form of otherworldly enchantment, called "technology," begin to appear in the marketplaces of the kingdoms.

Hints and Tips

Character Creation

Any combination of race and class meets the challenges of the game. Your starting profession should be mostly based on your temperament. Basically, if you love spellcasting, become a Wizard or Cleric, and if you see yourself as more of a sword-slinging swashbuckler, be a Warrior.

The Thief is a bit of a special case. His particular forté is (big surprise) stealing food and equipment from shopkeepers. This is a very important function early in the game (see **Steal, Steal, Steal!**, below). Now even the most ham-fisted fighter has a positive chance to successfully steal from a shop, but a professional Thief will succeed much more often. If you fail in an attempt to steal, you'll probably have to restart the game to restore your last save. *So*, if you're the patient, hardcore game-hacker type, you'll probably want to take one of the more combat-intensive professions and just use as many reboots as it takes to get the items you want. On the other hand, if you're the more impatient type who wants to keep the story moving as fast as possible, you may want to start out as a thief, just to minimize the number of annoying reboots.

Whatever profession you choose, you should divide your available stat points as evenly as possible, with a couple of extra points going to Agility. Distance Weapons is probably the best starting weapons specialty, since it lets you get to the bad guys before they get to you.

Getting Started

Steal, Steal, Steal!

Ethical niceties don't play a huge part in the early *Ultimas*. By far, the easiest way to get started in the game is to steal yourself a full collection of expensive arms and armour from the local merchants.

The way to do this most efficiently is to save at the outskirts of town, then enter, go to the merchant and try to steal something. Keep trying until you get something you want to keep or you get caught. If you get something you want, leave town and save again. If you get caught, you'll probably be killed by the town guards. Restore from your last save. See **Character Creation**, above, for more on the dynamics of shoplifting early in the game.

Your first major priority is to get some decent armour. Keep trying until you get chain or plate (vacuum or reflect are even better, but probably not worth the effort at this stage in the game). If you specialize in Distance Weapons, try to score a blaster, or at least a pistol.

And yes, if you find the thought of stealing your way to early prosperity either offensive or simply tedious, it is possible to beat the game without ever indulging in larceny. Just expect your early adventuring career to be both longer and bloodier than it might otherwise be.

In Training

Your next priority is to get some gold and hit points. The quickest way is to go to any nearby dungeon and start making quick raids on the first level. Kill a critter or three, collect their cash and then pop back up to the surface to gain your earned hit points. Do this until you feel ready to take on the wild world at large.

Always take a rope and spikes with you while dungeon crawling. If you fall into a pit, this will allow you to escape. A plentiful supply of *Ladder Up* and *Ladder Down* spells is even better.

Any of the eight kings will be happy to boost your hit points in exchange for a cash gift. While this can be handy in emergency situations, in the long run dungeon raids are a better source of hit points.

Your stats and skills max out at 99. You should reach this level on all relevant skills before attempting the final assault on Mondain.

Space: 999

When you venture out into space, choose the smaller ship – its shields are better. However, be careful not to get caught by its lower fuel supply. Use your long-range scanners frequently.

Walkthrough

Before beginning your quest proper, you must first gain sufficient experience to survive. See *Getting Started*, p. 13, for some helpful tips. When you've saved enough cash to purchase a frigate, you're probably ready to begin your quest proper (you'll probably want to upgrade to an aircar when you feel financially ready to do so).

The Quests of the Eight Kings

Your first step in your campaign against Mondain is to visit each of the eight kings of Sosaria. Four of the kings order you to visit remote landmarks, and reward you with stat increases, while the other four kings ask you to kill dungeon monsters, and reward you with colored gems. Only the gems are really essential to beat the game, but the exploration quests are well worth the effort.

The quests for stat bonuses are:

Lord British.....Visit Grave of the Lost Soul
Olympus Visit Pillar of Ozymandias
Barataria.....Visit Southern Signpost
White Dragon Visit Tower of Knowledge

The quests for gems are:

Lost King.....Slay Gelatinous Cube (Red)
Rondorin Slay Carrion Creeper (Green)
Black Dragon Slay Lich (Blue)
Shamino Slay Balron (White)

Note that while the Lost King and Rondorin give you fairly easy monsters (which can be found on Level 3 and below) the Black Dragon and Shamino give you two of the toughest monsters in the game (not to be found above Level 9). Don't tackle the hard ones until you're ready.

Space Case Ace

Your next goal in this glorious, high-fantasy quest to slay the evil wizard is to buy a shuttle, ride off into space and shoot down aliens. Make sure you have 500 gold over and above the cost of your shuttle before you take off. When you arrive at the space station and pay your fee you can hop into your starship and go alien hunting. When you've shot down 20 alien ships, you have broken the back of Mondain's alien invasion and are awarded the title of ace. You may now return to Sosaria

Jestercide

For reasons that probably made perfect sense at the time, each king keeps a princess imprisoned in his castle. The only way to rescue any of the princesses is to murder the king's jester (Alas, poor Chuckles ...). If you find this act morally distasteful, tough – it's the only way to win the game.

Before committing mayhem on your motley-clad victim, make sure to save your game – this might take several attempts. Most of the time the fool will have the key to a princess's cell on his person, but sometimes he comes up keyless. If this happens, quit and restart.

Once you have the key, go to the cells and free a princess (any one of the eight will do). She'll reward you with gold, hit points and experience points, but more importantly she'll tell you the all-important location of the legendary time machine. Be prepared for a major battle against the palace guards on the way out.

If you kill the Jester and free a princess before you become a space ace, you'll get the cash, hit points and experience, but no information about the time machine. This is not a problem as long as you save at least one Princess until the proper time.

Mondain's Bane

When you get to the time machine, you must enter it and use the four gems to activate it. You are then taken back in time to Mondain's lair. Grab the gem in the center of the lair to destroy it. Mondain is now vulnerable to your attacks. (alternatively, kill Mondain first, then grab the gem). Expect a long and exhausting battle against the wizard, but if you went in with your powers fully maxed out, you should emerge the victor in the end.

Shortcuts and Surprises

Points of Interest

There are eight unique locations scattered around Sosaria. See the annotated maps on the color poster for the exact locations.

You're assigned to visit four of these places as part of the **Quests of the Eight Kings** (see p. 14). Regardless of whether or not the place is part of an external quest, however, each one of the locations is the source of a special bonus. When you arrive at a unique location, just move over the object and press [E]. This will give you the following bonuses (in addition to any bonuses you may get from a king for completing a quest).

The Sign Post Stamina
Southern Sign Post Charisma
Tower of Knowledge Intelligence
Pillars of Protection Agility
Eastern Sign Post no bonus
Grave of the Lost Souls Stamina
Pillars of Argonauts Random Weapon
Pillars of Ozymandias Wisdom

You can return to any special location for a new bonus, as long as you visit any of the other special locations in the meantime. Thus, if you visit the Pillars of Protection and receive your Agility bonus, you cannot receive another bonus to Agility until after you've visited any of the other locations (for example, the Tower of Knowledge). It is, however, entirely possible to simply visit multiple locations in rotation until you max out your stats (at 99).

The Revenge of the Enchantress...

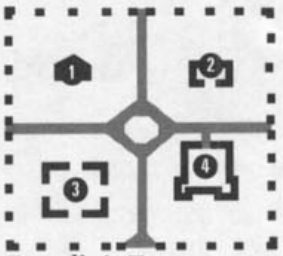
Ultima II

The wizard Mondain left behind a deadly secret after his destruction – Minax, his disciple, pupil and lover, survived her master's demise, and dedicated her formidable mystical talents to vengeance.

As Mondain was undone when time was twisted to bypass his mystical invincibility, Minax resolved to use the same tactics against his enemies. She located the world called "Earth" which she surmised – correctly – gave birth to both the Stranger who slew Mondain and Lord British, the architect of Mondain's demise. Her dark plan was no less than to utterly wipe "Earth" from the pages of history. Not only would this world cease to be, she would make it cease to have ever been.

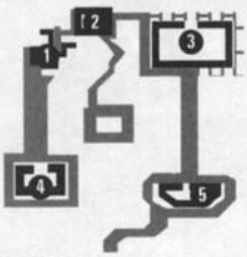
Perceiving Minax's intentions in the very nick of time, Lord British calls once again upon the mysterious Stranger, this time to save the world of both their births. To aid his chosen champion, Lord British causes two replicas of his Sosarian keep to appear in the mists of Earth's history. Once again the Stranger must do battle throughout both space and time itself.

Towns



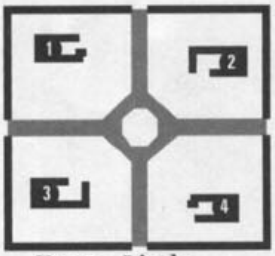
Baradin's Towne

1. ORACLE
2. THE DELI
3. MAGES MAGIC
4. CLERGY



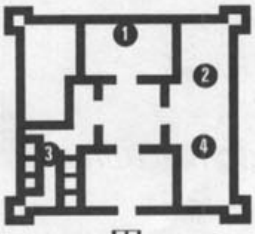
Le Jester

1. ORACLE
2. GORKY
3. ALFRED'S FISH 'N CHIPS
4. WIZARDRY
5. HOLY SPELLS



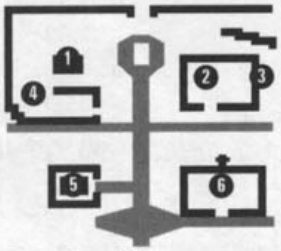
Towne Linda

1. WEAPONS
2. THE ARMOURY
3. PUB DE VARG
4. TRANSPORT



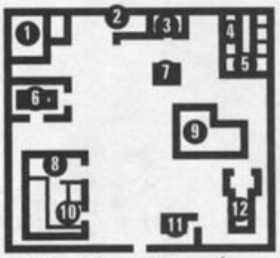
Lord British's Castle

1. Lord British
2. MESS HALL
3. PRISON
4. CHAPEL



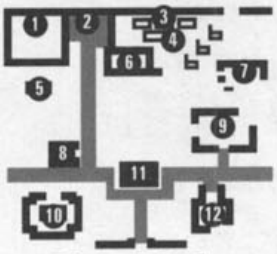
Port Bonifice

1. SEER
2. MCDONNALL'S
3. Take Out Window
4. PORT
5. MAD CHADS
6. X ROAD CHAPEL: WEDS WHILE YOU WAIT



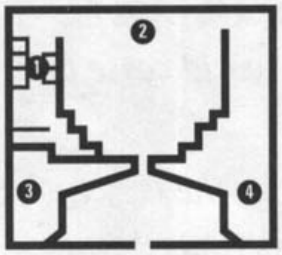
New San Antonio

1. AIR PORT
2. Old Man with a Ring
3. THE ARMOURY
4. Santre
5. PRISON
6. DEATH 'N DESTROY
7. IOLO GWEN
8. SWASHBUCKLER'S PUB & PIZZA
9. POOL: SWIM AT YOUR OWN RISK
10. HOTEL CALIFORNIA
11. CUSTOMS
12. TRANSPORT STABLES



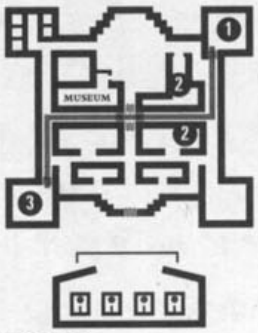
Pirate's Harbor

1. CCCP DEFENSE
2. DA KGB
3. CCCP TEST LAUNCH (Rocket)
4. CONTROL
5. SEER IS OUT
6. Pirate's Cove
7. MINIS RY OF PROPAGA DA
8. TASS CCCP
9. RED LOBSTE
10. RED MAGIC
11. DA RED SKWARE
12. CATOLIK



Ozy's Place (Planet X)

1. PRISON
2. King and Queen
3. Father Antos
4. MAZE

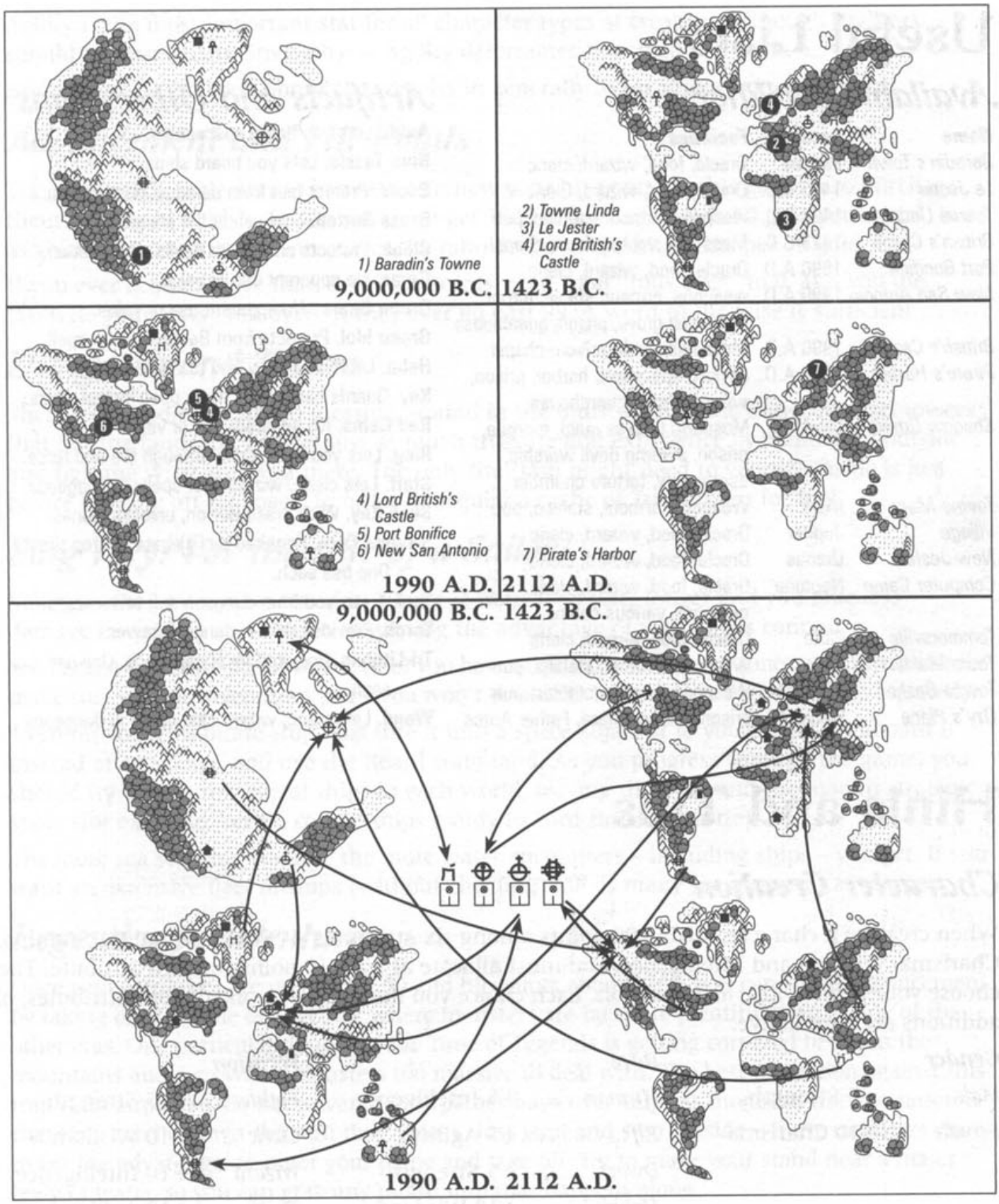


Minax's Castle

1. Minax (first time and odd appearances)
2. Good Places to Trap Monsters
3. Minax (second time and even appearances)

▬ Best Route Between Minax's Rooms (once monsters are trapped)

≋ Fire Fields


1) Baradin's Towne
9,000,000 B.C.
2) Towne Linda
3) Le Jester
4) Lord British's Castle
1423 B.C.
4) Lord British's Castle
5) Port Bonifice
6) New San Antonio
1990 A.D.
7) Pirate's Harbor
2112 A.D.
9,000,000 B.C. 1423 B.C.
1990 A.D. 2112 A.D.

Useful Lists

Available Facilities

Name	*Location*	*Facilities*
Baradin's Town	Pangea	Oracle, food, wizard, cleric
Le Jester	1423 B.C.	Oracle, food, wizard, Cleric
Towne Linda	1423 B.C.	weapons, armour, stables, pub
British's Castle	1423 B.C.	Mess hall, vault, prison, chapel
Port Bonifice	1990 A.D.	Oracle, food, wizard, cleric
New San Antonio	1990 A.D.	weapons, armour, stable, airport, hotel, pub grove, prison, guardhouse
British's Castle	1990 A.D.	Mess hall, vault, prison, chapel
Pirate's Harbor	2112 A.D.	Airport, spaceport, harbor, prison, wizard, cleric, guardhouse
Shadow Guard	Legends	Museum, thieves guild, morgue, prison, swamp devil worship, apothecary, torture chamber
Towne Mary	Mars	Weapons, armour, stables, pub
Village	Jupiter	Oracle, food, wizard, cleric
New Jester	Uranus	Oracle, food, wizard, cleric
Computer Camp	Neptune	Oracle, food, wizard, cleric, campfire, various cabins
Tommersville	Pluto	Oracle, food, wizard, cleric
Town Makler	Pluto	Weapons, armour, stables, pub
Towne Basko	Planet X	Weapons, armour, stables, pub
Ozy's Place	Planet X	prison, chapel, maze, Father Antos

Artifacts and Other Items

Ankh. Lets you board spaceships.
Blue Tassle. Lets you board ships.
Boots. Protect feet from demons' paralyzation.
Brass Button. Lets you board planes.
Cloak. Protects arms from devils' paralyzation.
Gems. No apparent use or value.
Green Gems . No apparent use or value.
Green Idol. Protects from Balrons' *Sleep* spell.
Helm. Lets you use [V]iew to display maps.
Key. Guards have them. They open locked doors.
Red Gems. No apparent use or value.
Ring. Lets you walk safely through fire and force.
Staff. Lets cleric, wizard cast spells in dungeons.
Skull Key. With Brass Button, unlocks planes.
Strange Coin. Required by [N]egate to stop time. One use each.
Tool. Frees you from dungeon and tower traps.
Torch. Provides light in dungeon/tower.
Tri-Lithium. Required for Hyperspace. One use each.
Wand. Lets cleric, wizard cast spells in dungeons

Hints and Tips

Character Creation

When creating a character, divide 90 points among six attributes — Strength, Agility, Stamina, Charisma, Wisdom and Intelligence. You must allocate at least 10 points to each attribute. Then choose your gender, race and vocation. Each choice you make adds to one of your attributes; all additions are cumulative.

Gender

Male +5 Strength
Female +10 Charisma

Race

Human +5 Intelligence
Elf +5 Agility
Dwarf +5 Strength
Hobbit +10 Wisdom

Vocation

Fighter +15 Strength
Cleric +10 Wisdom
Wizard +10 Intelligence
Thief +10 Agility

Agility is the most important stat for all character types at creation (although Fighters should have adequate Strength) — Agility determines how well you fight.

Females get a Charisma bonus that results in generally lower prices from merchants.

Advancement and Hit Points

The most predictable way to increase or renew your hit points in this game is to purchase them from Lord British. To start out, you get 300 hit points for each 50 gold you spend, but as your character increases in power the ratio drops to 100 hit points per 50 gold.

If you ever acquire more than 9,999 hit points, your total "rolls over" to 0, and you die. Likewise your stats "roll over" if they ever go past 99. A word to the wise is sufficient ...

Dungeons and Towers

There's little point, really, in messing around in the indistinguishable dungeons and towers that dot the land. You can get just as much treasure and experience by wandering outside and fighting what you find there. The only time you might need to venture inside is just before blasting off for space, in order to acquire a cache of Tri-Lithium for fuel.

Sing Hey! For the Life of a Sailor!

Sailing is the best way to travel in *Ultima II*. Your food lasts longer and you take less damage in combat, in addition to gaining the advantage of your ship's cannon.

You cannot sail any ship, however, until you have acquired a blue tassel (once you have a tassel, make sure it's not stolen from you – you won't be able to board a ship again until it's replaced).

To commandeer a pirate ship, just lure it into a space adjacent to you, then step aboard it instead of attacking, and use the Board command. As you progress through the game, you should try to acquire several ships in each world, leaving them around the map in strategic spots (for example, keep a couple ships handy to Lord British's castle).

The more sea serpents you kill, the more water encounters – including ships – you get. If you want an extensive fleet of ships (without cheating) kill as many sea monsters as you can.

Legendary Adventures

Once your attributes are up around 50 and hit points about 1200, you can speed advancement by taking on the Time of Legends, where monsters are far more plentiful than in any of the other eras. One particular danger of the Time of Legends is getting cornered between the mountains and a crowd of monsters too massive to deal with. The best protection against this trap is an airplane (the one advantage airplanes have over ships as modes of transportation is that they can be flown through time gates). Just land and step outside – if the monsters start to get the advantage, re-enter your plane and take off. Try to make your stand near a major body of water, so you can grab any pirate ship that happens along.

Walkthrough

Ultima II is a very open-ended game. Until the final stages, you're basically just wandering around exploring, building experience and figuring out the time portals. There are, however, a few important items to collect. If you ever hope to finish, you'll need the blue tassel of a sailor and (much later) the ankh of an astronaut. The brass button of an aviator is also very useful. These items can all be obtained by killing monsters in the wilderness.

Keys

You'll soon discover that the skull keys you keep finding after combat will open most doors, but not all. There are several important areas in major cities (notably the Airport in New San Antonio and the Port Authority in Port Boniface) that require special keys. These keys must be taken from slain guards. Below is an efficient way to get special keys and use them to get into restricted areas fairly early in the game.

Port Boniface, 1990 A.D.

Walk up to one of the two guards posted at the town sign and attack, but as soon as you get his attention, turn and run to the other side of the sign. The guard you attacked will follow you, but his partner will be stuck on the other side of the sign. This allows you to take on the guards one at a time. Between the two of them, you should have enough keys to get started.

Pirate's Harbor, 2112 A.D.

Go to the Port Authority and use one of the keys obtained at Port Boniface to open the door. Kill the person standing in your way and wait for the guards to approach. When the guards start to get close, make a run for the ships, board one and blast all the guards who are following you. Then go back to the door and induce another posse of guards to follow you inside, repeating the process. With this method you can kill every guard in the city (except one, who's sealed off). You also get a veritable horde of special keys. Then reboard the ship, cruise south to the nearby island and collect the armour and weapons cached there.

(You can use a variation on the same trick at the Port Boniface Port Authority. Open the door to the port with a key, and when the people inside attack you, run away. Your assailants will follow you out the door. If you plan your escape right, you can circle around and get back into the port, with all its defenders now behind you. Make a beeline to the one of the ships and finish off the pursuers with its cannon.)

Quicksword

The legendary Quicksword is the most powerful weapon in *Ultima II*, and the only weapon that can harm Minax. To get the Quicksword, you must visit Sentri the Swashbuckler in the jail of New San Antonio, defeat his guards and pay 500 gold for the sword.

If you'd rather outsmart the guards, try this. Fly an airplane to the prison entrance and open the door. Then jump back in the plane and fly a few spaces west. The guards will follow. Continue until all the guards are well away from the prison, then fly back and park the plane back at the prison entrance. The plane will keep the guards from entering while you deal with Sentri, after which you and your new Quicksword can simply fly off together.

The Planet X File

Eventually you'll have to blast off for the stars. Make sure you have the Ankh that will allow you to travel in space, and space-worthy armour (Reflective is adequate, but Power Armour from the New San Antonio armoury is better). You'll also need plenty of Tri-Lithium (if you don't have a few dozen already, go dungeon crawling until you do). Hyperspace will frequently drop you in the wrong place, so some extra Tri-Lithium for emergencies is a survival necessity. You must take off from Pirate's Harbor.

Once you're in space, feel free to explore as much as you want, but the only place you *have* to go is to Planet X, to visit Father Antos the Hermit at Ozy's Place. The good father will give you his blessing. (While exploring space, make sure to always land only on grassy areas. You can't save your game until you return to earth, so if you land wrong and die you lose all of your space adventure, including Father Antos' blessing.)

By this time, if you've spent any time hanging around New San Antonio you've probably run into a crazy old coot who offers to sell you a ring. You may even have handed over the 500 gold asking price only to have the old duffer pocket your money and wander off muttering about a blessing. Now that you've been blessed by Father Antos, you can return to New San Antonio and purchase the Ring of Protection from the Old Man (he won't remember any previous payments, you'll have to pay him again). You will need this to get to Minax. Under no circumstances should you allow this ring to be stolen by a chance encounter with a thief (if this happens, restore from your last save).

Meet Minax

Make sure you've maxed-out your hit points and stats (without "rolling over" any) and arm yourself with Power Armour, Quicksword, a Ring of Protection and as many *Negate Time* coins as you can. You've now met all the requirements for an assault on Minax.

When you enter her keep, kill all the guards except the invulnerable Balron. Use *Negate Time* to take him out of the fight. Time-negated foes head toward you in a straight line as they recover. Use this to lure the Balron into a side-room like the Museum, Apothecary or Torture Chamber, from which he'll have difficulty extricating himself. Once the Balron is stowed and the others are dead, you're ready for Minax herself. She'll teleport away to the opposite corner of the castle each time you hit her, but be persistent. (On your excursions across the castle, make sure to avoid the entrance to the room where you stowed the Balron.) It takes 4 to 10 blows with the Quicksword to take her out of the picture at last.

Shortcuts and Surprises

Welcome to the Hotel California

If you offer 100 gold to the desk clerk at the Hotel California in New San Antonio, he'll usually raise one of your stats by four points (although sometimes he just thanks you for the tip and pockets the money).

At first glance, these rewards seem random, but the clerk actually grants them in a very specific order, depending upon the sequence of steps in the game. With a bit of patience, you can use this to get a specific stat raised.

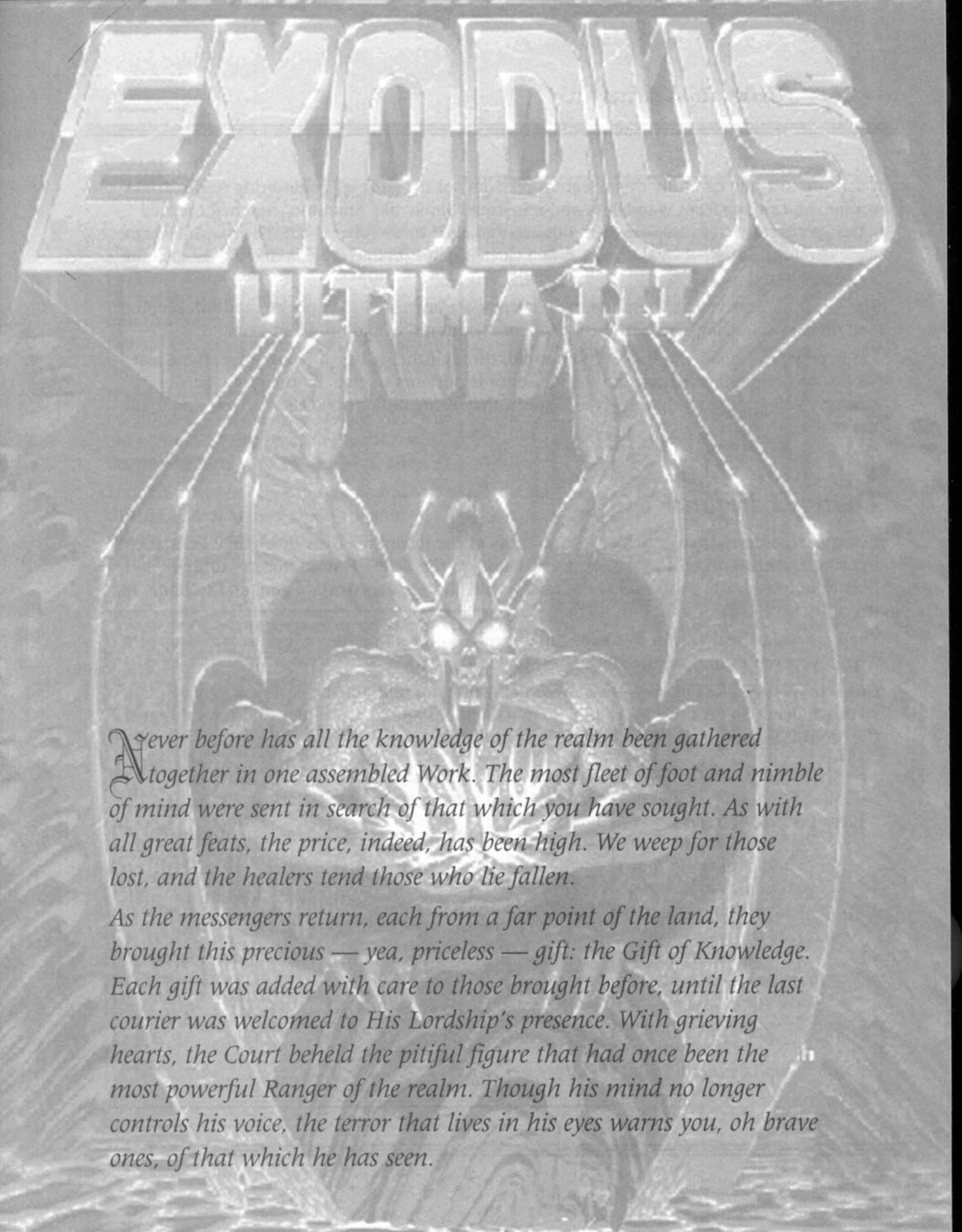
Save your game on the outskirts of town, go directly to the hotel and pay the clerk. If he raises a stat but it's not the one you want, quit the game and restart from your save. It is essential that you now move to the hotel by the exact same route. Hit [Spacebar] (pause) once before paying the clerk. He'll raise a different stat. Repeat until you get the stat you want. He always raises stats in the same rotation, so with a little practice you can use multiple pauses to get exactly the stat you want with at most one restart.

Dumpster Diving

If you don't mind a little petty larceny, you can keep your all-important food supply stocked up for free at McDonnalls in Port Boniface (A.D. 1990). Walk up to the take-out window from the right edge of the building. As long as the counterman remains at the other end of the window, you can steal pretty much at will – at least until the guards show up. Once a guard starts moving towards you, make a beeline out of town, then save and repeat.

Ghost Ships

Ultima II glories in what must surely be the most blatant bug ever to go unpatched in any of the Ultima games – the notorious ship cloning bug. Upon first boarding a ship, immediately sail west, and the ship will produce a "clone" that will tag along behind it. (The clone ship will attack you if you stop or move adjacent to it.) Park your original ship in a convenient place to keep it and board the clone, then clone a new ship and repeat. Using this method you can quickly amass a huge fleet of ships sitting on the shore at your disposal. When you have all the ships you want in a given time period, remember to destroy the "rogue ship" following you from your last clone.



Never before has all the knowledge of the realm been gathered together in one assembled Work. The most fleet of foot and nimble of mind were sent in search of that which you have sought. As with all great feats, the price, indeed, has been high. We weep for those lost, and the healers tend those who lie fallen.

As the messengers return, each from a far point of the land, they brought this precious — yea, priceless — gift: the Gift of Knowledge. Each gift was added with care to those brought before, until the last courier was welcomed to His Lordship's presence. With grieving hearts, the Court beheld the pitiful figure that had once been the most powerful Ranger of the realm. Though his mind no longer controls his voice, the terror that lives in his eyes warns you, oh brave ones, of that which he has seen.

Take care to study carefully this Great Work. Some of the couriers could bring only oft-told rumors and rhyme from wanderers and minstrels. Some, like Shamino, clutched tattered letters and scrawled notes — and minds too damaged to decipher them. The maps, though, were carefully prepared by the most gifted cartographers of each region and are as accurate as can be found.

The quest, now, is yours. These powerful Secrets are entrusted to your care and safekeeping. Use them wisely, that the sacrifice of those who suffered would not be in vain.

We hereby pay homage to those who created, through their Gifts of Knowledge, the Great Work. We do not give them honor — for honor is not ours to give. By their own acts of courage, will and strength of body and spirit, they bring honor upon themselves, and upon the realm.

Lord Robert the Learned

Dearest Friend

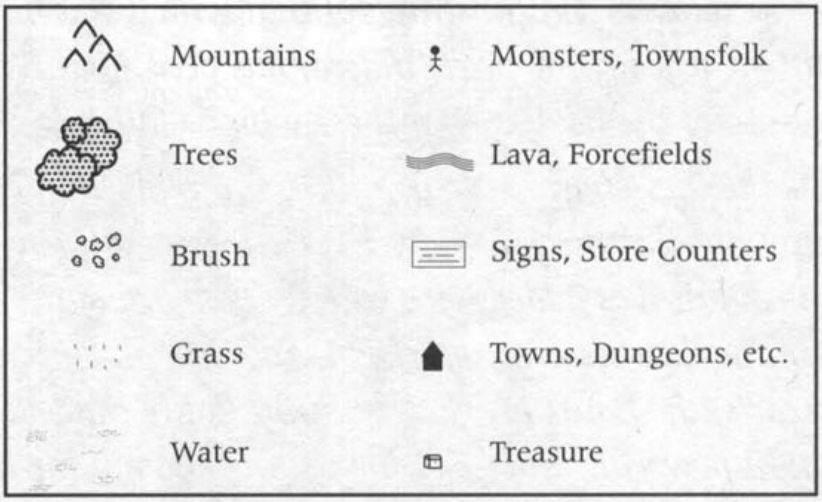
I would extend my thanks to all those subjects of the Realm for their invaluable assistance in bringing this Work unto you. A special thanks to the Scribe Fenton, for its editing; Master Robert, Lord of the Guild of Scribes, which brings this Work to you, and to Ilona, for her assistance in arranging it in its final form.

The knowledge held within this book should serve you well in your quest. Search deep within yourself to find the strength to overcome the darkness.

One who is strong of will and great in wisdom shall not fail; but the darkness spreads swiftly indeed. So take this Work and go quickly to the quest. Good luck and farewell until the scourge is vanquished.

Lord British

Key to the Towns



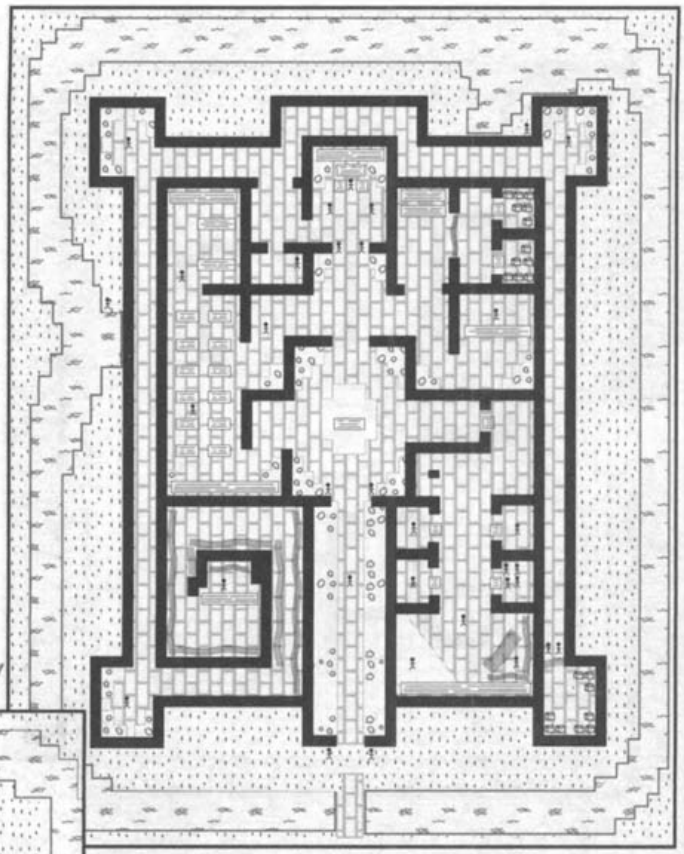
Castle of Lord British

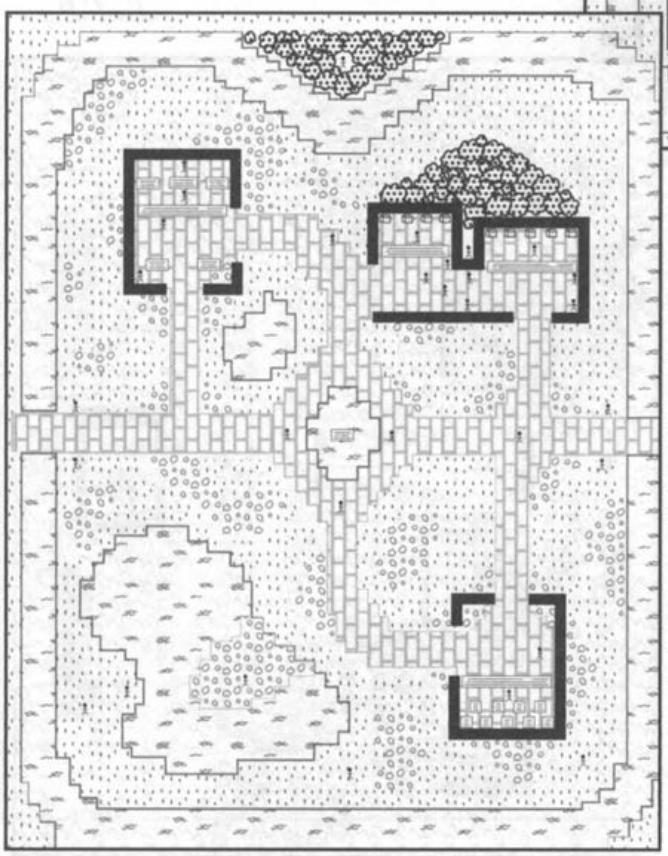
"Welcome All!" The Jester Chuckles issues greeting. Through the main hall, past the fountain and guards, you reach the Royal Throne Room, where you are accepted into the presence of His Majesty, Lord British. Only by gaining audience with His Lordship can you raise your stature.

If you come prepared and search well, you may find the oracle, who reveals your true quest. You will find, too, the Royal Store Rooms, well guarded by a field of force.

Though prisoners are ofttern evil and corrupt, you may find them a useful source. And if you search outdoors, perchance you'll find a special clue.

Lord Robert the Learned

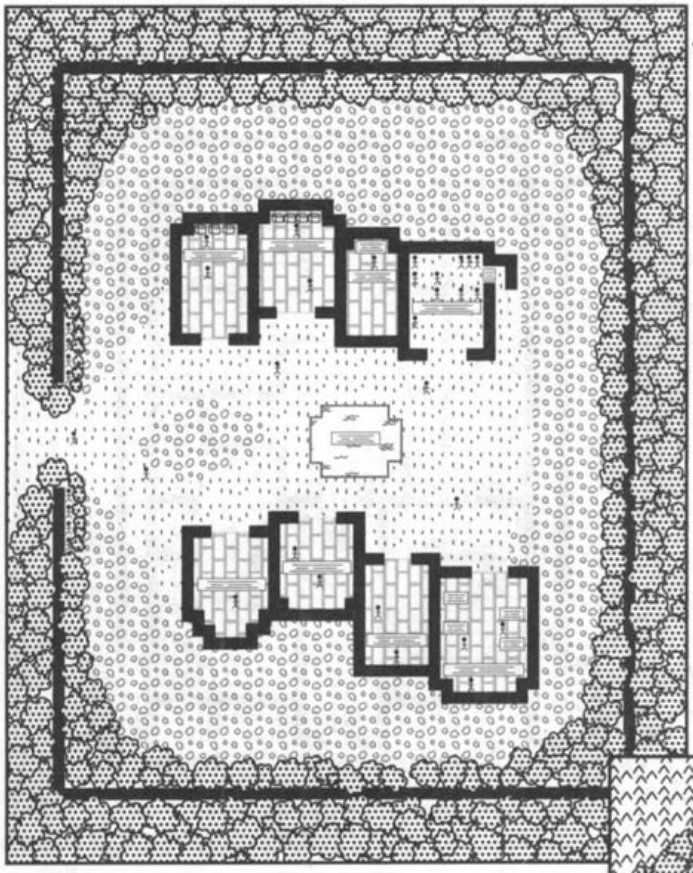




Royal City of Britain

Center of commerce in this fair land
Has much to offer, bold and grand.
A pub and grocer are found here,
To keep your party in good cheer.
To aid you in your quest for right,
Arms and Armour for each knight.
But if it's help that you do need,
Seek the Barkeep with all speed.
Have a look behind the shops
And round the moat before you stop.
Look round the lake and in the pub,
But never here to push or shove.
Here the jesters sing Ho, Ho,
But why they do, I'll never know.

Jolo the Bard

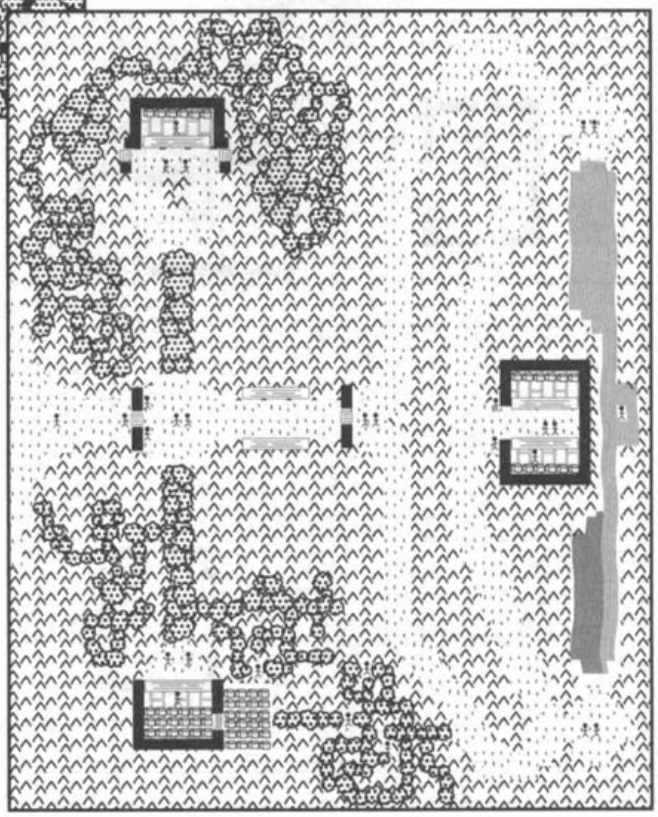


Dawn

Dawn — the most beautiful and sacred city in all the realm. Though I am pledged not to reveal her location, I can guide you in this way — carefully search Britain and Moon, and through the castle of Lord British, to learn the secret to her mysterious appearances.

Within the mighty walls of this great city, artisans, craftsmen and traders ply their goods. It is said, though I cannot attest to it myself, that magical weapons and armour are for sale here, and that the oracle here speaks true. Hidden well in a wooded corner are three wizards who can aid you, for they know much of things exotic, and how best to find them.

Lord Dupré



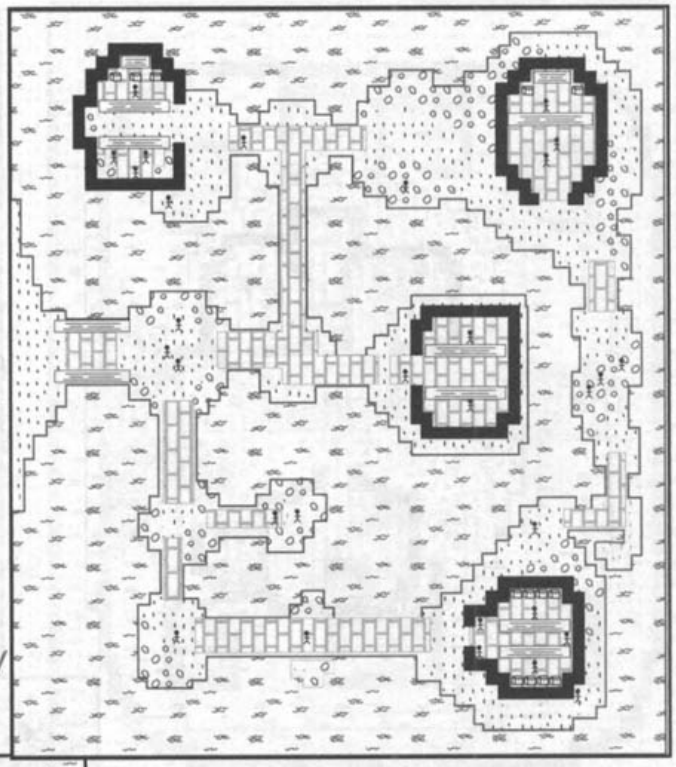
Death Gulch

Few travellers venture to this hole of death, but those who pass its gates find much to remark upon. I did visit the pub, of course, as well as the armoury and weapons shop. All were well-stocked with merchandise available for those who could pay the price.

Rumors abound here, of hidden paths that lead to great stores of valuable treasure. I did not tarry, though, nor do I care to investigate the tales. Should your party choose to enter this heathen pit, select your path with care, for it will lead either to great fortune or to your death.

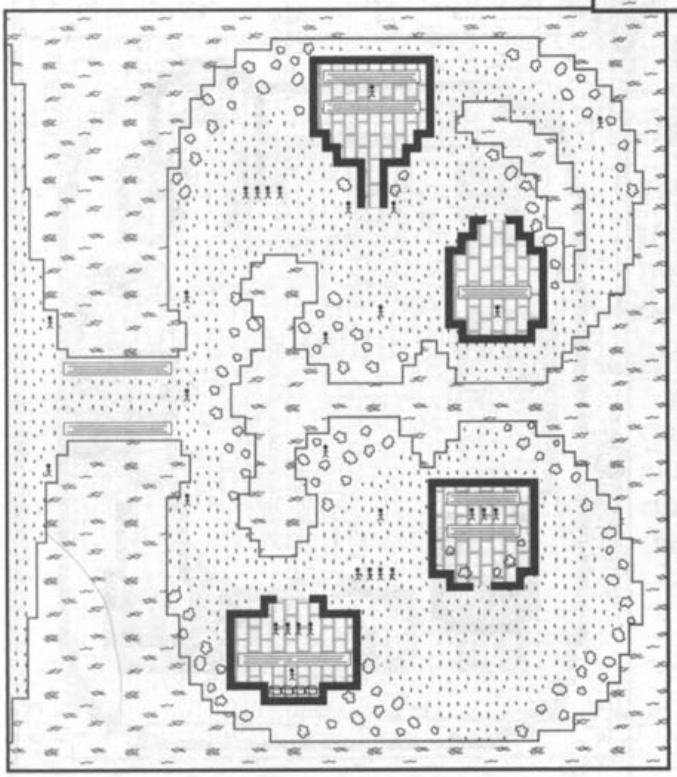
Sir Simon the Slayer

Hidden City of Devil Guard



The island city of Devil Guard is a strange place, indeed. The usual shops for food and health may be found, as well as a stable and a groggy pub. Though I am not a thief, and had no reason to investigate, I was told that there is a guild here where thieves may purchase tools of trade. I took special care when approaching it, as the secluded position of Devil Guard, hidden well within the Great Mountains, make it a popular spot for those in hiding. The populace is loose-tongued, though, and willing to speak of the things they have seen and heard. Some speak of the legendary Marks, which many claim have magical powers.

Sigmund the Wingfooted

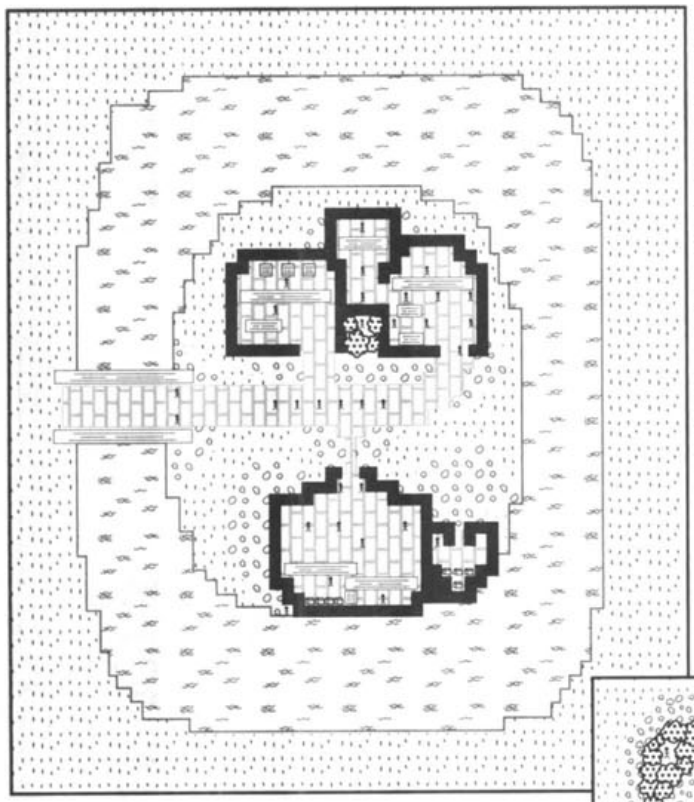


Fawn

Fawn, oh yea verily, Fawn — The City of the Sea. The people of this town are a fair people indeed, from the healers three to the keeper at the Canteen. Most will greet you with a wish of "Good Day" as you pass. There is knowledge here, though, of the Silver Snake. It is said to be a most difficult obstacle, one which can bar the way to your quest. So seek those who would impart knowledge of the Silver Snake.

For those occasional vessels requiring provisions and guild tools, resupply is available in Fawn.

Lord Galyn Pendoric

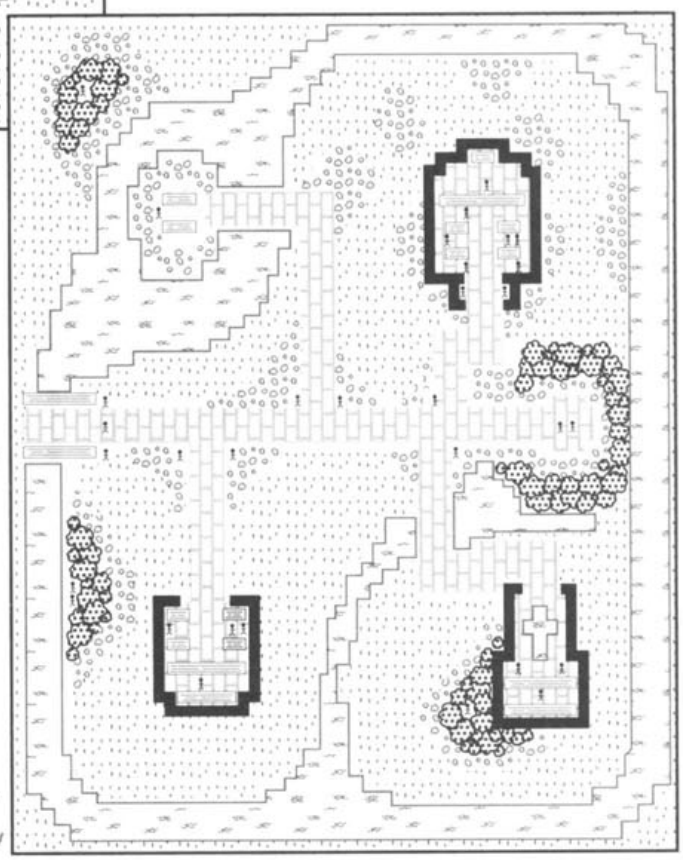


City of Grey

The townsfolk of Grey are hospitable to the wayfarer, with amusing jesters and free-flowing rum. But if special items you are seeking, the Taproom may yield them to you. There are those who say that gold here is free for the taking, but let not easy riches tempt you.

Rare and exotic clues, I'm told, are here to be found, threefold plus. To find them, though, is not a task for timid souls who fear the dark.

Sir Michael the Magnificent



Holy City of Moon

Moon is honored by your presence. A holy place of healing resides here to cure your wounds. The food and draught is also grand, the best within a week's ride. Take pleasure with the good townfolk, but beware the demons. If clues you seek, then search well. There are those here who have been to lands that lie beyond, and will share with you a word of wisdom. If your ears are open and mind sharp, you may also learn some useful clue to aid you in passing guards.

Dawn does come and go; but where, you must discover for yourself. There is a wizard who knows, and hidden well is he.

Lady Margaret

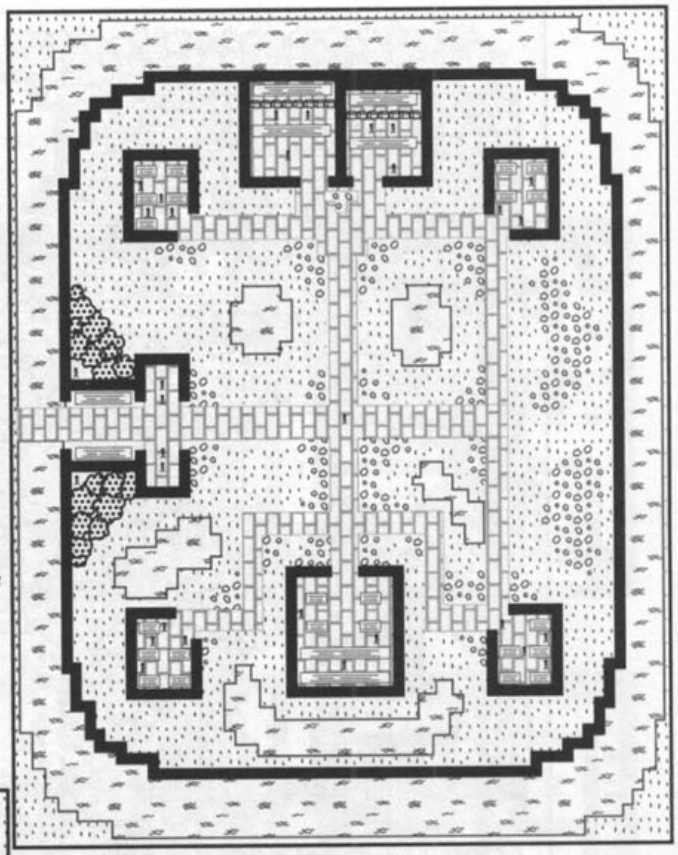
Montor East

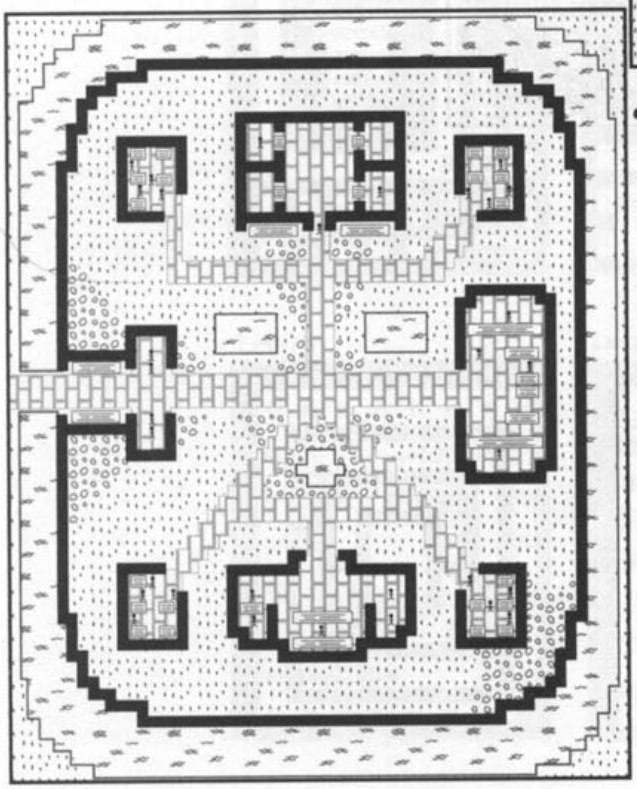
Twin Brother of Strength

If to the Montors you roam, then come well prepared; for in this den of men who fight, you may encounter deadly plight. If a guard you upset, a score of eight may hinder your flight.

Bide well your time, and seek diligently. Some clues of value are here to find. Should you meet Baby Bob, heed not his mournful wail, and follow not the Jolly Joe, but to all others, save the guards, quickly you should go. It is said that the thickest woods hide the most useful knowledge.

Lord Asa





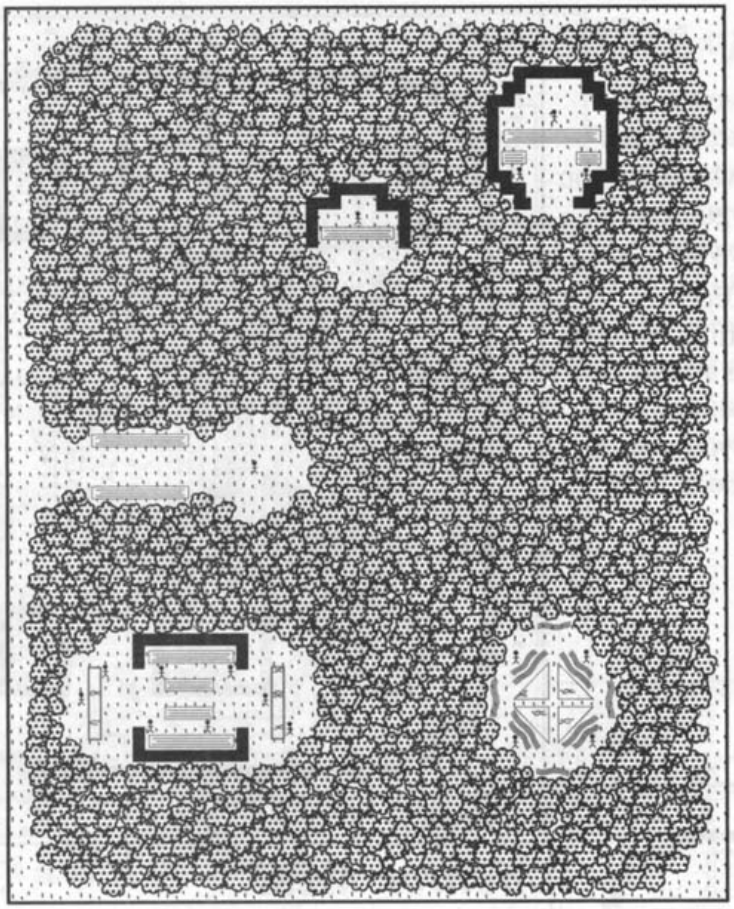
Montor West

Twin Brother of Strength

If, in your travels, you should happen upon the Western Montor, then come with a key; for I am told that the prison holds, well inside, whatever it should wish to hide.

A guard at the entrance blocks it well, so I could not go. I know not how to pass, for the guards are all but few. Seek elsewhere for a clue. Commence your search in Moon or at the Gulch of Death.

Lord Asa



City of Yew

Not much is known of this woodsy dell. The druids do not tell. The dwellers live within the woods; just where it's hard to say. But shops have they, and that's not all. I've been told of a magical place where good and truth are strong. It is known to them as the circle of light — a vision to behold. I'm told that those who seek to pray within are granted knowledge of great worth.

If there be more to tell, it cannot be with words. So farewell, my friend; seek and you shall find.

Ilona the Faithful

Dungeons

Door	Down Ladder	Fountian
Secret Door	Up Ladder	Brand
Trap	Up & Down Ladder	Gremlins
Chests	Magic Wind	Misty Writing

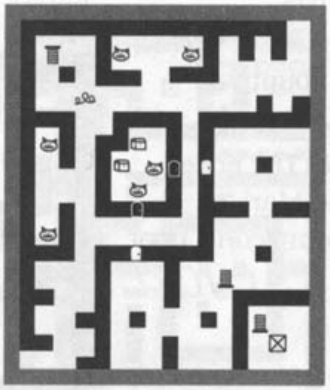
Dardins Pit

Be wary, for the uncautious traveller is doomed for certain in this forsaken hell-hole. Gremlins, traps and magical winds will hinder your progress on the upper levels, but intelligent and careful use of secret doors will lead to rewards.

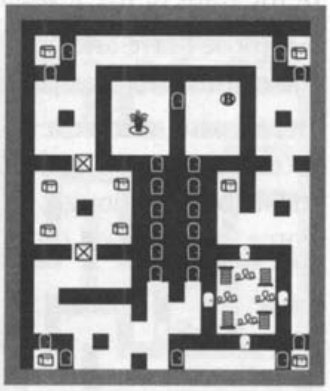
Fountains may be found to cure your sick, but beware the poisonous waters which may flow within. Gold here is plentiful on the lower levels, but it must be earned at some cost. Marks, too, can be found by those who seek diligently.

Ragnar the Rugged

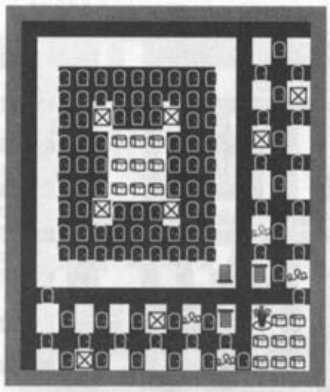
Level 1



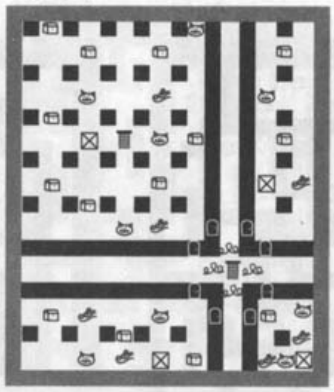
Level 2



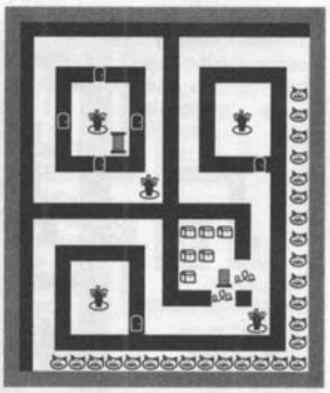
Level 3



Level 4



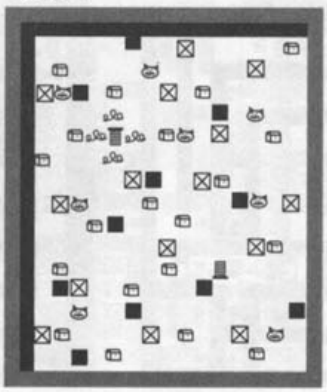
Level 5



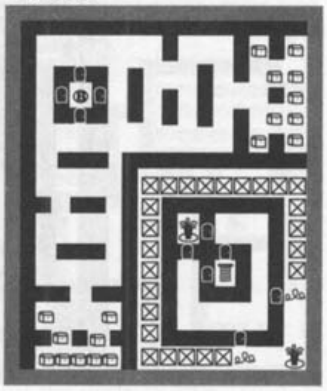
Level 6



Level 7



Level 8



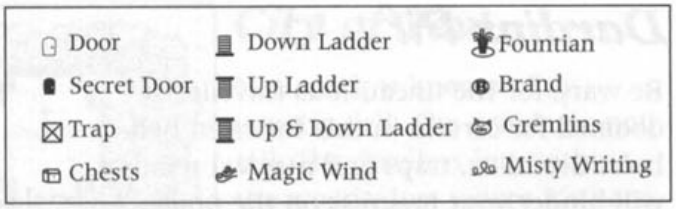
Dungeon of Doom

The Dungeon of Doom is a strange place indeed, with danger lurking around every corner. Be especially watchful, my friends, of the traps of five levels down.

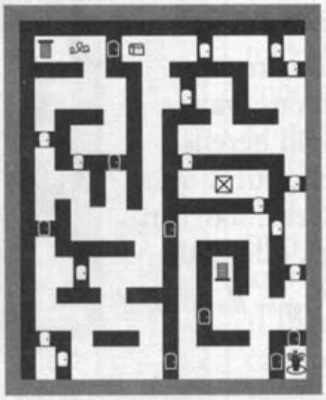
For those brave and strong enough to reach the eighth level, the gold is bountiful.

Herein also, a traveller may find magical fountains, one of each kind. The prize most sought, though, is the Mark of Force, hidden well on the dungeon's floor.

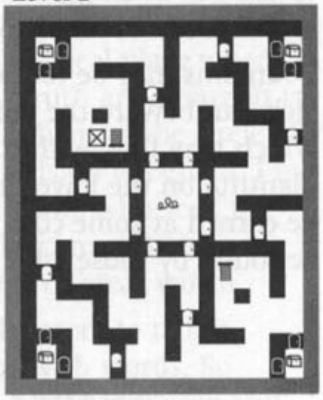
Lord Charles



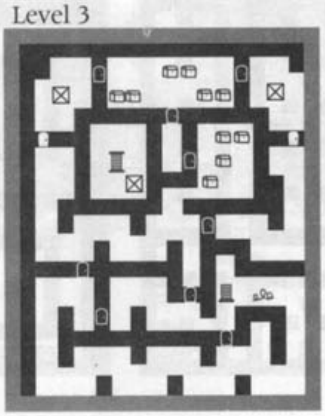
Level 1



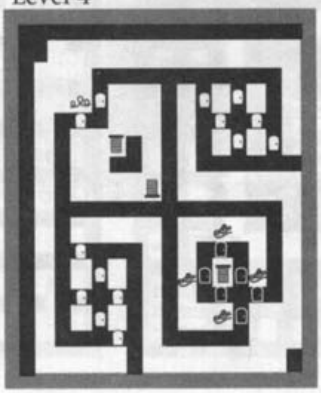
Level 2



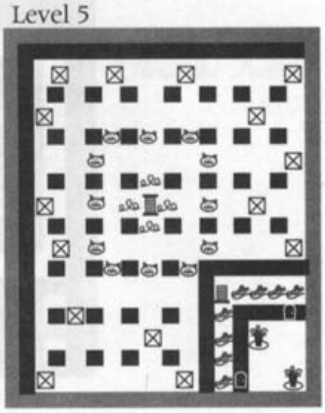
Level 3



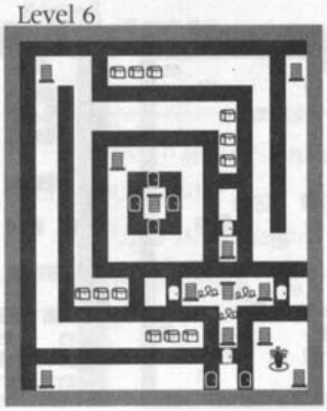
Level 4



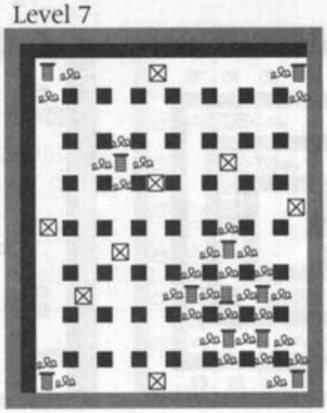
Level 5



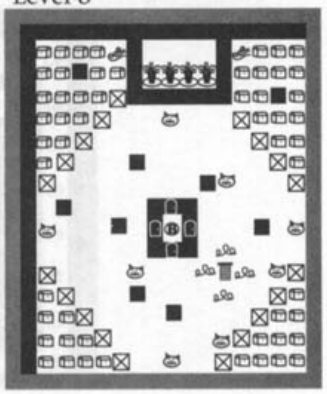
Level 6



Level 7



Level 8



Dungeon of Fire

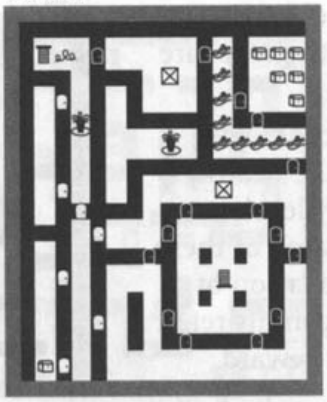
This dungeon is known for the volcanic ash found near its entrance. Regretfully, though, it also deserves its reputation as one of the most deadly in the realm.

Gold is an easy find on the first four levels, but to reach the lower depths, one must face many dangers.

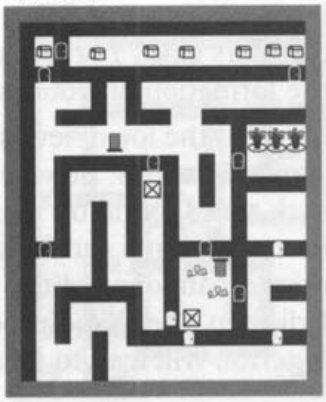
Beware the Gremlin City on the fifth level, or starvation will beset you. Take heed on the sixth — traps surround the gold. I found the seventh impassible, but it is said that gold and the marks of Force and Fire will reward you.

Vargskull Halfblood

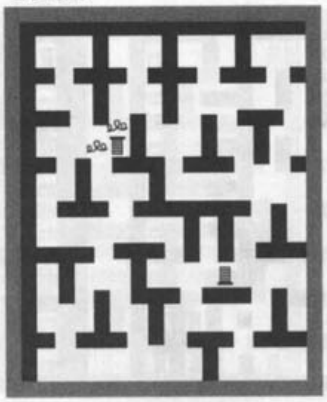
Level 1



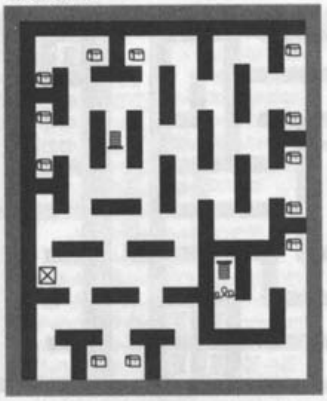
Level 2



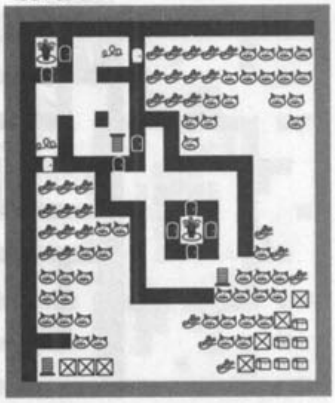
Level 3



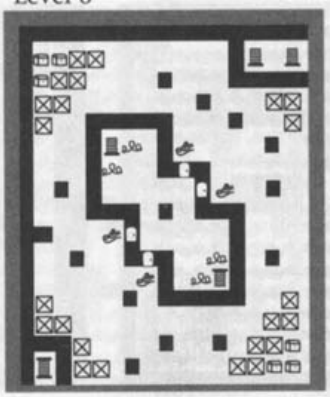
Level 4



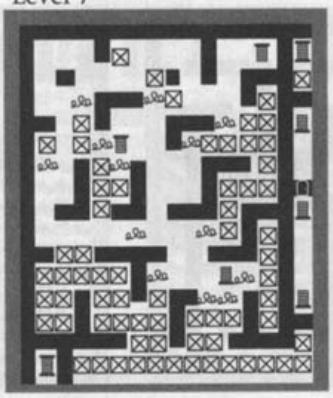
Level 5



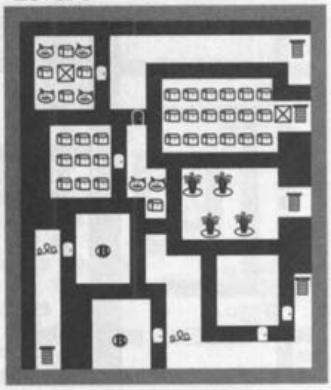
Level 6



Level 7



Level 8

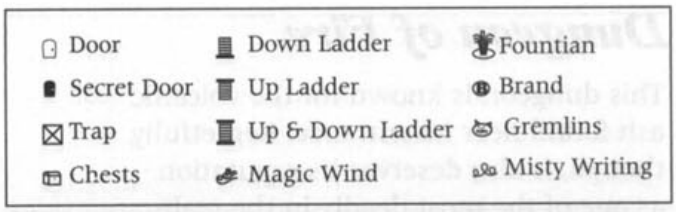


Mines of Morinia

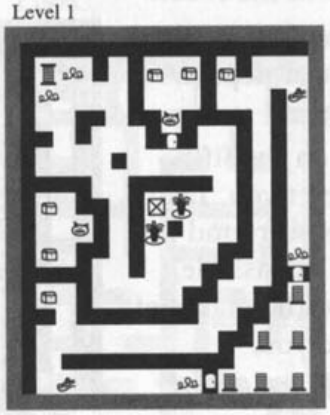
Surely these mines are the most extraordinary feat of excavation known to sentient beings. Bizarre formations arise as near the surface as the second level, where seemingly endless corridors exist. I noted with great care the formation on your map.

Many of the lower levels contain similar illusions. Beware the deathly dark zones found on many levels. Rumor is that a careful search of these ruins, abandoned at the invasion of Evil soon after Exodus began his reign of terror, will lead to great reward.

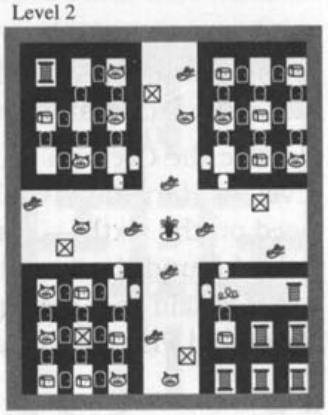
Sir Krothgar



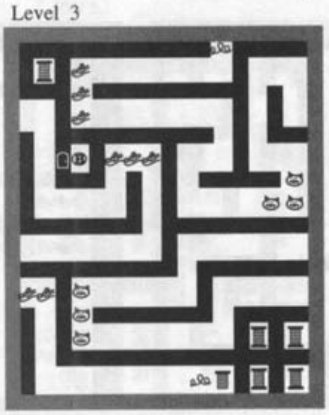
Level 1



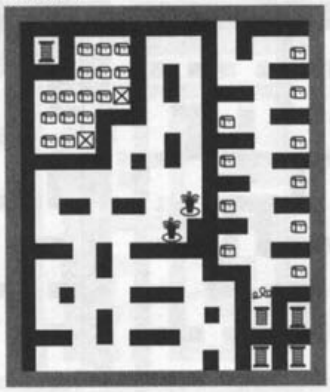
Level 2



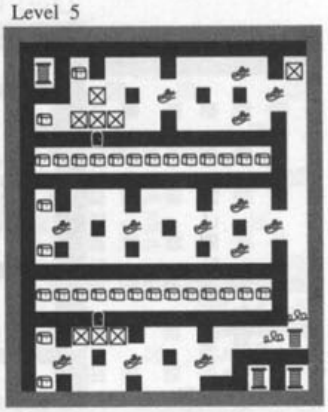
Level 3



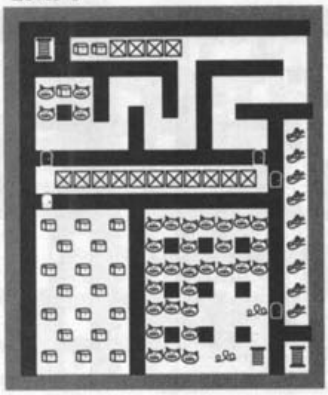
Level 4



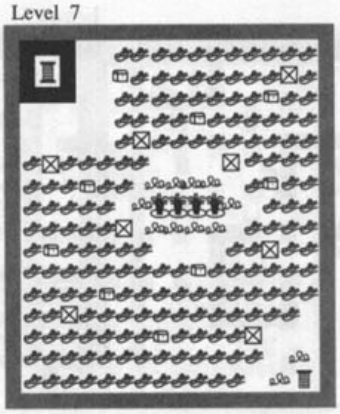
Level 5



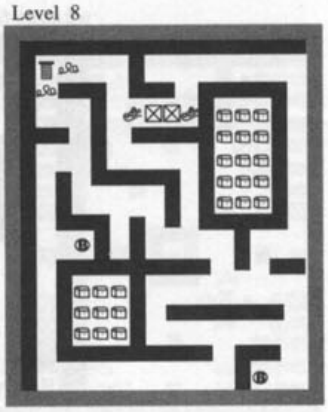
Level 6



Level 7



Level 8

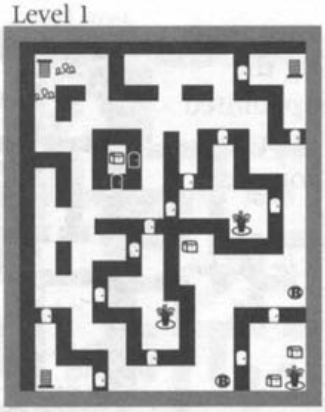


Perinian Depths

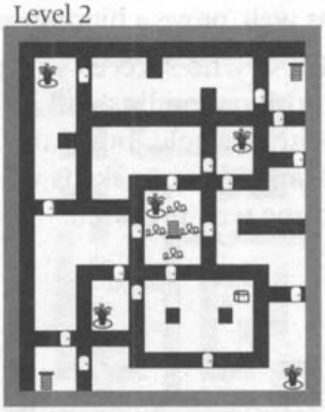
Many are the rewards to the adventurer who dares this dungeon. The King is an easy Mark on the first level, but danger lurks below. The access to lower depths can be achieved only by magic, save the lowest level, which can be reached by the use of a ladder, then climbing up. The vast quantities of golden treasure will lure the experienced party; but take care that you are prepared for the traps, winds, gremlins and other great dangers within.

Sir Geoffrey the Giant

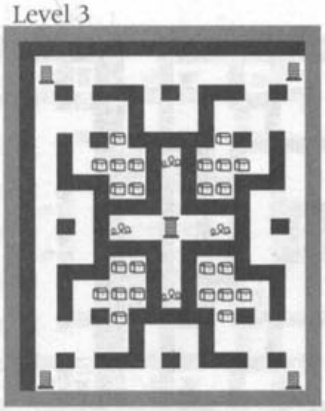
Level 1



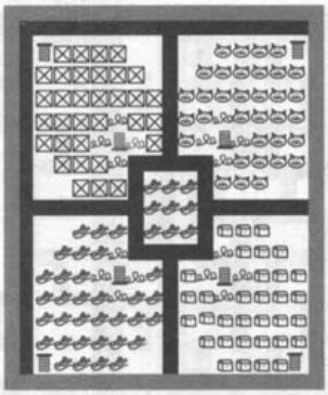
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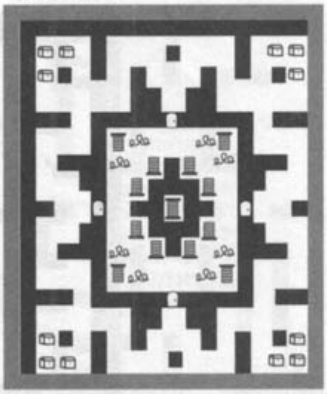
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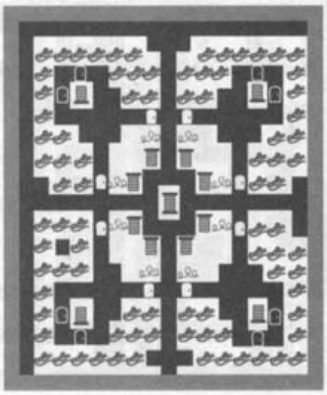
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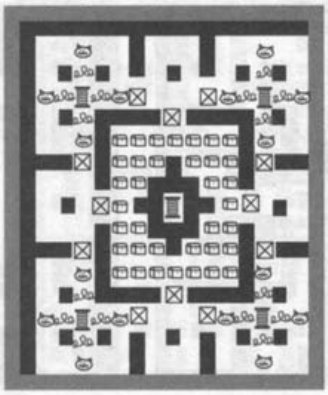
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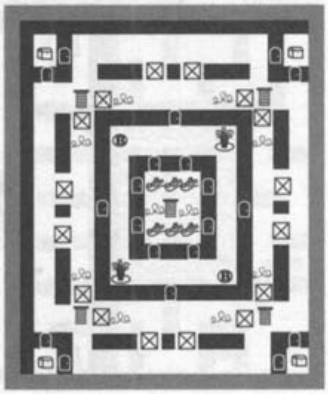
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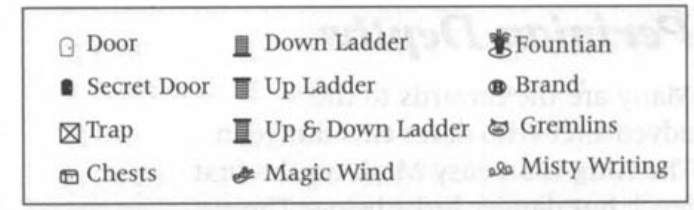


Dungeon of the Snake

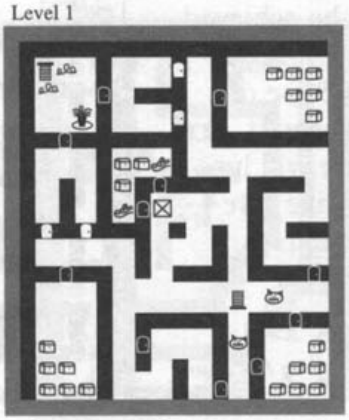
A wise search party in this most illusive dungeon will allow a clever Thief or Ranger to lead the way, for all might be lost in its vast chambers. Secret doors, as well, prove a hindrance.

Those who succeed in eluding the lurking gremlins will be disappointed with the gold, but if the Ring or the Mark of the Snake is what you seek, come well prepared.

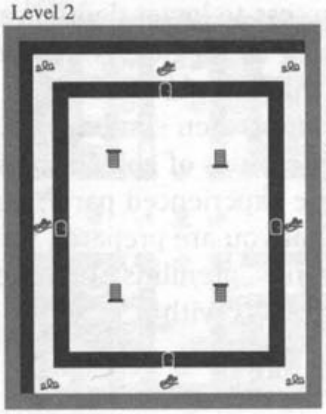
Sir Richard



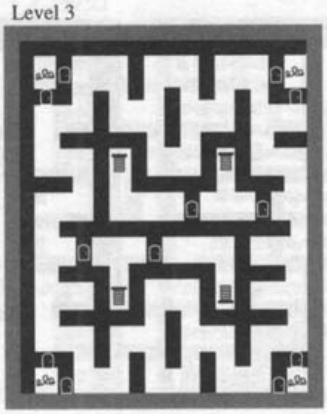
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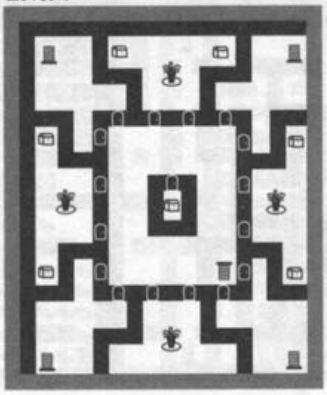
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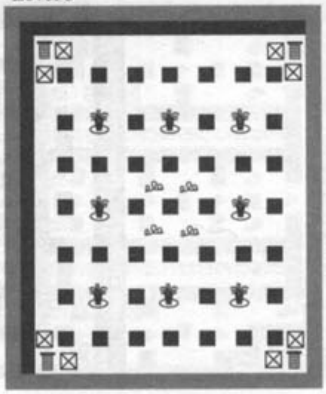
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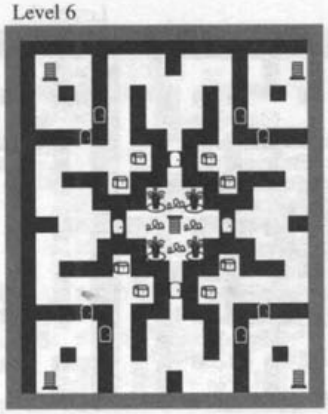
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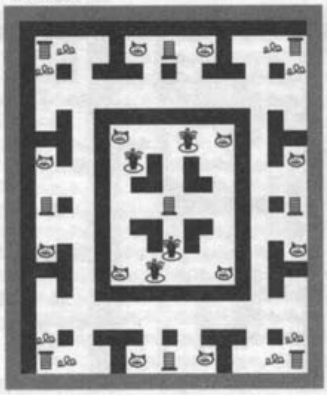
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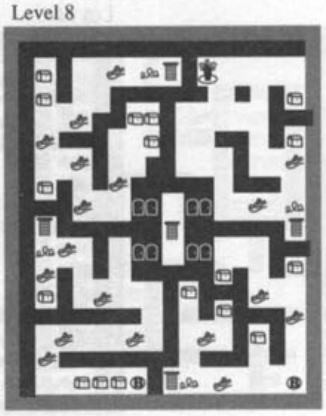
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Level 7



Level 8



Dungeon of Time

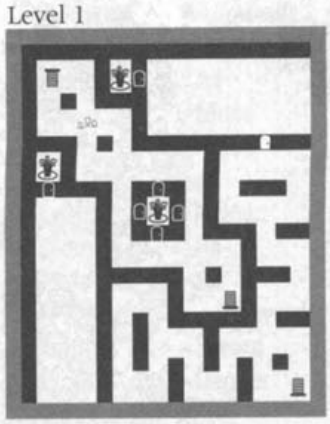
Just to find this mystic dungeon is quite a feat, indeed. It is rumored that the apparitions of the Time Lord can be seen within, hence its name.

I cannot guide you to the dungeon by precise location, for no reference point could I discover. To find this most majestic place, all the powers of the Moongates must be called to aid you.

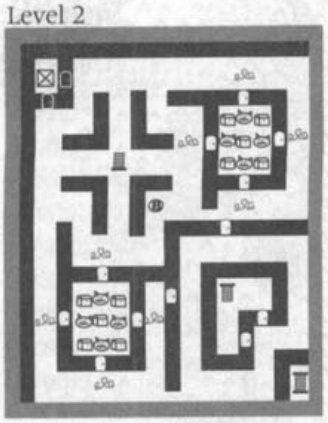
Gold was most abundant here, and if you should venture into the lowermost depths, the Mark of Kings may be yours.

Mistress Tessa

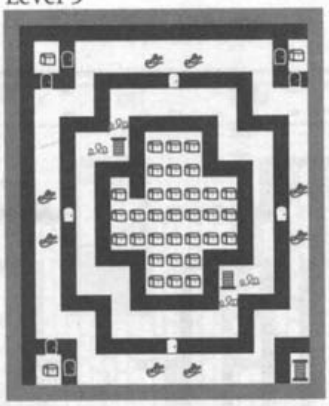
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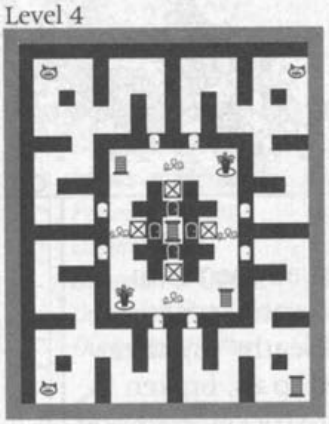
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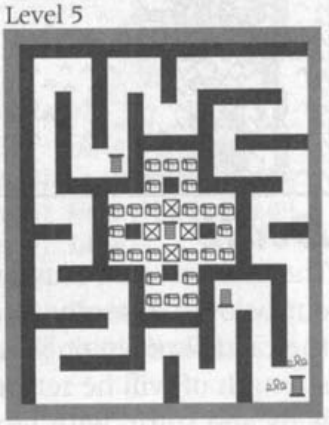
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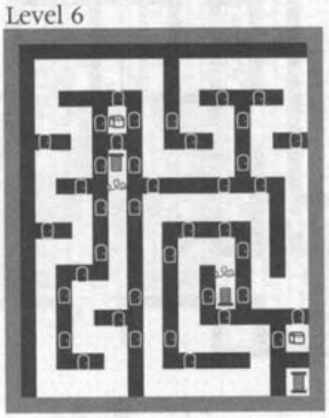
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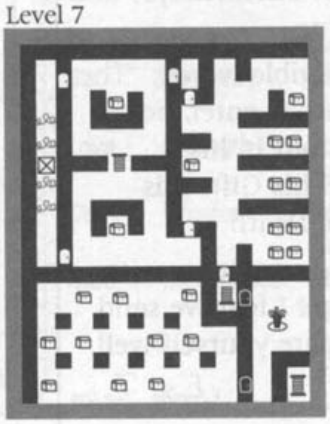
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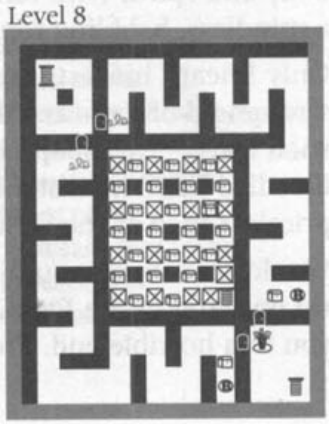
Level 6



Level 7



Level 8





Ambrosia

Although I failed in my search for the Lost Continent, I bring the story oft told by the minstrels who roam the land, in hope that it will aid in your quest.

Many years ago, a strong and sensitive people inhabited the island-continent of Ambrosia. They developed great powers over the forces of nature, and it is rumored that even the power to change one's physical being rested within the realms of their knowledge. From these stories grew the legends of the Magic Shrines of Ambrosia. Then, without warning, a great and violent whirlpool arose and pulled the Island into the depths of the sea. The whirlpool exists yet, and many claim it to be the path to lost Ambrosia.

Sentri the Seeker

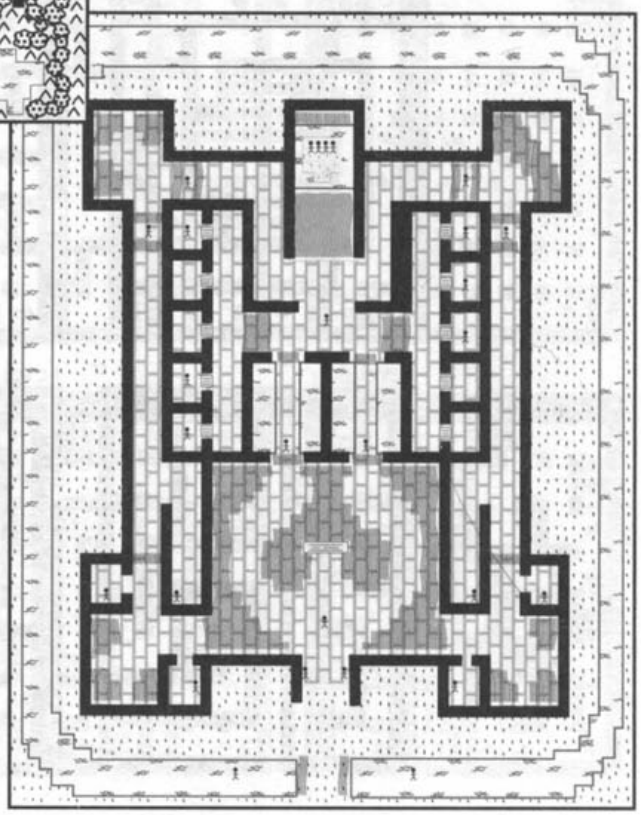
Death

The most revered Ranger in all the realm, our beloved Shamino, was sent in search of the castle known only as "Death." By sheer strength of will he returned to us, broken in body and spirit, with terror-stricken eyes and a mindless, babbling tongue.

Only I heard his last intelligible words: "The stronghold of Exodus. All may enter, none shall leave." He collapsed, but in his bloodied hand he clutched his Gift: this priceless map of the Castle Death.

Would that there would be another way to rid our land of the Evil One! I fear we send you to a horrible end. Prepare yourself well.

Scribe Fenton



Useful Lists

Potential Party Members

Profession	Primary Attribute(s)	Armour Allowed	Weapon(s) Allowed	Spells Allowed
Alchemist	Half Intelligence / Some Steal & Disarm	Cloth	Dagger	Wizard
Barbarian	Some Steal & Disarm	Leather	All	None
Cleric	Wisdom	Chain	Mace	Cleric
Druid	Most Wisdom	Cloth	Mace	Both
Fighter	None	All	All	None
Illusionist	Half Wisdom / Some Steal & Disarm	Leather	Mace	Cleric
Lark	Half Intelligence	Cloth	All	Wizard
Paladin	Half Wisdom	Plate	All	Cleric
Ranger	Less Wisdom / Some Steal & Disarm	+2 Plate	+2 Sword	Both
Thief	Steal & Disarm	Leather	Sword	None
Wizard	Intelligence	Cloth	Dagger	Wizard

Maximum Attributes

Race	Str	Dex	Int	Wis
Bobbit	75	50	75	99
Dwarf	99	75	50	75
Elf	75	99	75	50
Fuzzy	25	99	99	75
Human	75	75	75	75

Marks

Dungeon	Mark (Level)		
Dungeon of Fire	Fire (8)	Force (8)	
Mines of Morinia	Kings (3)	Kings (8)	Fire (8)
Perinian Depths	Kings (8)	Kings (1) x 2	Fire (8)
Dardins Pit	Kings (2)	Kings (8)	
Dungeon of Doom	Force (8)		
Dungeon of the Snake	Kings (8)	Snake (8)	
Dungeon of Time	Kings (2)	Kings (8) x 2	

Moongates

No.	Vicinity	Act. phase	1st	2nd	3rd
1	Moon	0, 0	1	2	3
2	Snake	1, 3	4	5	6
3	Top 3 squares	2, 6	7	8	1
4	Dawn	3, 1	2	3	4
5	Bottom 3 squares	4, 4	5	6	7
6	Death	5, 7	8	1	2
7	Devil Guard	6, 2	3	4	5
8	Time	7, 5	6	7	8

Cards

Card	Shrine	Location in Ambrosia
Sol	Dexterity	Southeast corner (bear southwest through maze)
Love	Strength	Southwest corner (northwest, then south)
Death	Wisdom	Northeast corner (far northeast, then south)
Moons	Intelligence	Northwest corner (through door, beyond lake)

Hints and Tips

Your Gang

This is the first Ultima where you adventure at the head of a party. Your choice of companions will color the rest of the game.

One of the most efficient party compositions (particularly for survival early in the game) is two front-line Fighters (Paladins are best), a Thief (their abilities to deal with locks and traps are vital, and they also serve as good reserve fighters) and a Cleric (healing abilities are essential, and they can be developed into a solid melee fighter as well).

The absence of a Wizard may seem odd, but Wizards have an important drawback. Their spell-throwing abilities are extremely useful, but their non-magical combat abilities cannot be significantly improved. The difference between Clerics and Wizards is that Wizards have to be protected throughout the entire game, but clerics will eventually be able to take care of themselves.

Druids are, in many ways, the best spellcasters in the game, but be warned – they're very expensive and high-maintenance characters to advance.

Trade-Ins

When you first arrive in Sosaria, head straight for the safety of town. Once there, gather all the arms and armour from the entire party and sell it all off. Use the money you get to buy bows for your front-line fighters and a sling for your thief. Buy food with whatever's left. Even without armour, the ability to launch a barrage from three ranged weapons against attacking monsters should provide a crucial edge in early combat.

Getting Ready

In the early phases of the game, keep your party in the general area of Lord British's castle. Each time a party member goes up a level, have him transact with Lord British for more hit points. Scavenge armour and better weapons from slain foes.

Thieves will try to steal anything not worn or readied, so don't carry around a lot of extra items – sell them as soon as reasonably possible. Let your spellcaster carry more food than the front-line fighters. This provides a sort of "reserve tank" for the party. If you lose track of your food supply and start to run out in the wilderness, you can divvy up the reserve while you make a run back to civilization and resupply.

In the early game, fight in a square formation with your fighters up front. Put your strongest front-line fighter and your strongest backup fighter on the right, as monsters tend to hit that flank the hardest.

Whenever you have the option, use a cleric's prayers to open chests, rather than a thief. It's much safer if the chest is trapped. Monsters, by the way, cannot cross a space with an unopened chest in it. These chests can be used tactically to protect weaker party members and channel attackers towards the strongest defenders.

At this stage of the game, avoid combat with Pincers, Bradles and Snatches at all costs. Likewise, wait until you're at least in the level 4-5 range before taking on any winged monsters or sea creatures.

Keep up this routine until all or most of the party has 550 hit points. You can't raise your hit points any higher until you've fulfilled more of your quest, so this is a logical time to adventure onward.

Hanging Fire

The Dungeon of Fire is the nearest dungeon to Lord British's castle, and its upper levels are particularly hospitable to Adventurers.

The fountain on the first level cures poison. With a bit of practice, an envenomed adventurer can get there in the dark, without even wasting a torch.

On the second level is an even more valuable aid. Behind a secret door are three fountains, and the one on the left restores lost hit points. These two fountains should soon become the very first stops for heavily wounded parties returning to civilization.

A Note on Horses

Owning horses in *Ultima III* conveys no meaningful advantage for the party. Don't bother.

Breaking Dawn

The magical city of Dawn is a first-class source of extremely useful supplies like keys, gems, torches, powders and even magical arms and armour ... if you can find it.

To find Dawn, travel eight spaces west of the castle and thirty-five spaces south, then move one space in any direction and wait until the twin moons are at 00. At this point Dawn will appear for a brief second – be ready to move inside. (Note that Dawn will not appear if you're standing on its exact location.)

Clerics With Attitude

If you have a Cleric in the party that you've been keeping in the back rank, eventually you're going to need to start building up his combat abilities. The best way to do this is to wait until your frontline fighters are up a few levels, then arm the Cleric with a mace and shift him to the more combat-heavy right side of the party. Have your fighters weaken opponents with an arrow or two, then let the cleric step up and finish them off. Also keep the Cleric supplied with a stack of throwing daggers for ranged combat. Soon his combat prowess will show a marked improvement.

Walkthrough

Once your party has reached the starting maximum of 550 hit points each, it's time to begin your quest proper. The first thing you'll need is a ship.

Pirate ships can fire their cannon in all eight directions and up to four spaces, but they can't hit anything in a space adjacent to them. To seize a pirate ship without bloodshed, lure it into a "corner" on the coastline (a space with land squares in at least three directions). Rush up to a space next to the ship and press Spacebar until the ship fires, then move on board.

The Mark of Kings

Once you have the Mark of Kings your maximum hit point total is increased from 550 to 2500. Obviously, this is essential in defeating Exodus.

The Mark of Kings is on the first level of the Perinian Depths (it is also in other dungeons, but this location is the easiest to get to). Grasping the Mark drains 50 hit points, so make sure that each party member can survive the experience. At the same time, remember that it is necessary for each member of the party to acquire the Mark of Kings to advance.

Into the Maelstrom

The oceans of Sosaria are the home to a perpetual, migratory whirlpool that is actually a mystical gate to an enchanted land. The whirlpool is constantly moving, so don't expect to find it in the same place twice in a row. If you have a magic gem, however, you can use its mapping powers to find the whirlpool. Look for a white dot in the ocean.

When you get to the whirlpool, you want to steer your boat right into it. Really. Afterwards, you'll even get a "You are dead" message, but that's just a psych. A moment later you'll wake up in the hidden continent of Ambrosia.

You'll lose your ship on your trip through the whirlpool, but you'll be able to find a replacement near the Shrine of Dexterity (although you'll have to capture it). To get back to Sosaria, just steer your ship back into the Whirlpool (needless to say, you need to be careful to avoid the whirlpool if you're not ready to go back to Sosaria).

Come Reign or Shrine

The best thing about visiting Ambrosia is the four shrines of Strength, Dexterity, Intelligence and Wisdom. These shrines will each enhance the characteristic they're named for, in exchange for a cash offering of 100 gold per point of increase. Since this is the only way to increase stats in the game, this is a very important function.

(Once you start buying up your thief's Dexterity, by the way, it's a good idea to start letting him open chests personally, and let your cleric save his spell points for other tasks.)

Make sure you have three or four keys with you when you visit Ambrosia, to open the gates that separate the various shrines, in addition to plenty of money.

Each of the shrines is also the resting place for one unique card. Gather all four of these cards and keep them safe – they are essential to the destruction of Exodus. (Note that while each party member needs an individual copy of each of the four marks, only one of each of the four cards is necessary for the entire band.)

Force, Fire and Serpent

Your party must have three more marks to slay Exodus – the Marks of Force, Fire and Snake.

The most efficient way to claim the Marks of Force and Fire is to grab them both on level 8 of Dungeon Fire. If you don't want to fight your way all the way down, cast a Spell Down to the fifth level, then take the long stair down the rest of the way. (There's some good treasure to be had in the corners of Level 5, by the way, but watch out for the Gremlins that can quickly leave you starving.)

The only place to find the Mark of the Snake is (big surprise) on the bottom level of the Dungeon of the Snake. Look in the southwest quadrant of the dungeon.

Exotica

The pentultimate goal of your quest is to find the legendary Exotics – legendary weapons and armour of untold power. To get the Exotic weapons the party must sail out of the castle bay, then west until you get to a small group of islands. On the first island, two squares wide, the party should disembark and each Dig to obtain the weapons.

To get the Exotic armour, sail west from Death Gulch until you hit land, then sail south along the coastline until you turn east. Continue to follow the coastline until you get to another two-square island, then again disembark and dig for the Exotic Armour.

Once you have the Exotics, continue to explore and adventure until you have maxed out your hit points and all relevant stats. (And you can sell the Exotics, then return for more.)

The Gate of the Silver Serpent

When you have all four cards and each party member has 2500 hit points, maximum relevant stats, all four marks and Exotic weapons and armour (plus at least 100 food each), you're ready to take on Exodus.

Sail west from the castle, then north past a small group of islands. Look to the north until you see a stone passage with a white snake over the entrance. If you're certain you're in ideal shape for the end game, sail up to the gate and shout "Evocare!" You will be transported to the entrance to Exodus' keep. This is you're last chance to save your game in case you need multiple tries against Exodus.

Hard Crash

In the keep of Exodus you'll have to slay a dragon just for starters, than make your way over a gauntlet of fireball traps. When you reach the chamber full of invisible monsters, form your party shoulder-to-shoulder against the near wall and attack northward until all the monsters are gone — in a row, you prevent the monsters from attacking your flanks or rear.

In the northern section of the castle, you come to a massive, monolithic machine — Exodus, the extremely unnatural love child of Mondain and Minax. From left to right, insert the Cards: Love, Sol, Moon and Death. (You don't want to know what happens if you get the cards in the wrong order.) Once the cards are all properly inserted, you've permanently fried Exodus' hard drive and exterminated the last vestige of the Mondain clan from Sosaria.

Shortcuts and Surprises

Flush From Fire

Along with the other goodies in Dungeon Fire is a secret treasure trove. It 1) is accessible to very low level parties, and 2) regenerates every time you leave the dungeon – basically an infinitely replenishing income source. It's the treasure room in the northwest corner of the first level (see the map on p. XX). Note the secret door and magic winds.

It's impossible, by the way, to raise any single party member's personal treasury beyond 9,999 gold. Any treasure above that amount is simply lost.

Beautiful Downtown Death Gulch

Death Gulch is home to an extremely lucrative treasure trove. Although well guarded against frontal assault, the treasure can easily be taken by trickery and guile.

Ignore the winged monster at the town's main entrance. Instead, use the brushy path to the south. In the city, remember two things: *do not open any closed doors*, and *bribe every guard you see*.

Go north to the weapons shop or south to the armourer. Kill any thieves or cutpurses (but not guards or shopkeepers), then steal everything and sell back what you don't need. Yes, you can sell them right back where you stole them. They're pretty easy going in Death Gulch.

Even better is the concealed hoard behind the armourer's. Use a key on the second gate and go south until you get to the small passage on the west wall, leading to the hoard. Once you have the Mark of Force, you can also get to the chests in the armourer's shop proper. However, when plundering the shop, don't touch the northernmost rank of chests. As long as you leave this one line of chests alone, your thievery won't attract the attention of guards or the shopkeeper.

Either rob the shops or plunder the chests, but not both – if you try to do both on the same trip, be prepared to fight off at least three platoons of guards! And the best thing is that when you leave the town and return, the treasure will renew itself for your convenience.

Ultima IV
Quest of the Avatar

Hail, Seeker on the Path of the Avatar. I, Lord British, welcome you and salute you for your courage. Within these pages you shall find all manner of wisdom and information concerning the land of Britannia and the Quest of the Avatar. Read on carefully, but hearken well to my words:

The one who shall tread the path of the Avatar to full revelation is not only brave, but honest and filled with compassion for all living things. Britannia needs one who can show how to fight the forces of Evil found both outside of and within the individual. Our hopes and prayers are that you might be the one ...

For your edification I have collected in these pages the writings and creations of the Lycaeum's most illustrious cartographer, Mercator, as well as the reminiscences of the valiant warriors Iolo and Shamno, two who have explored all of the known dungeons in the realm. Let their words help guide your footsteps on your most perilous quest.

Lord British

Castles and Towns

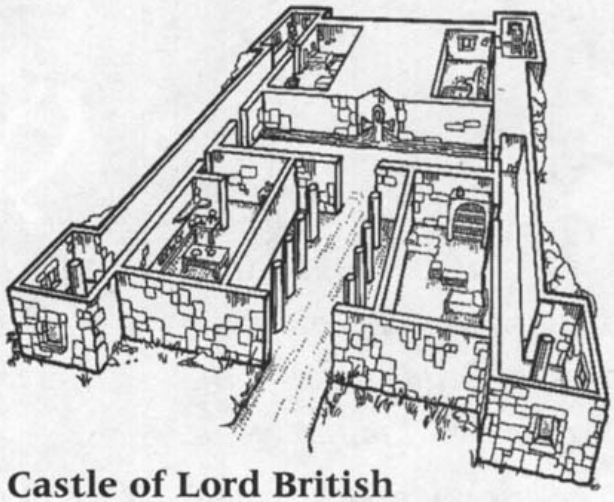
Hail, Traveler! I Mercator, will instruct you in the geography of our fair land of Britannia. To begin with, there are but 15 human settlements that consist of four castles, 11 towns, and one town that is naught but ruins in these times. Let us begin with the seat of our government.

Mercator

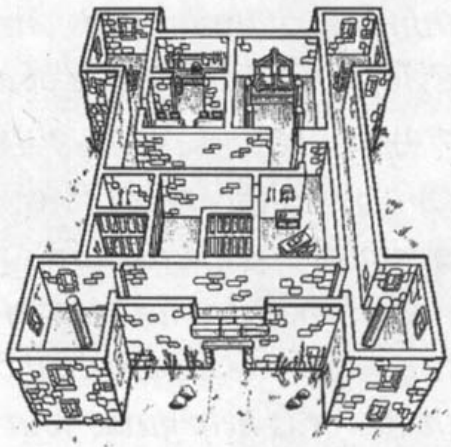
Castle of Lord British

The castle of Lord British, located near Britanny Bay in the very center of the continent, is the steading of our sovereign. Within its confines you shall find our lord himself, as well as a variety of personages, all of who may have some words for you if approached properly. Be sure to seek help from our sovereign should you be in need. Note well also that the Seer Hawkwind does dwell within these confines, and that he shall aid you in better understanding your own personal development. A conversation with one Zorin may also prove fruitful while in this castle. Most important of all, speak with our liege lord, for he shall aid you in understanding the full nature of the quest upon which you now embark.

Should you or any of your companions be in need of healing or provender, then you need seek no farther than the castle of Lord British, although such aid may be found elsewhere in our fair land.



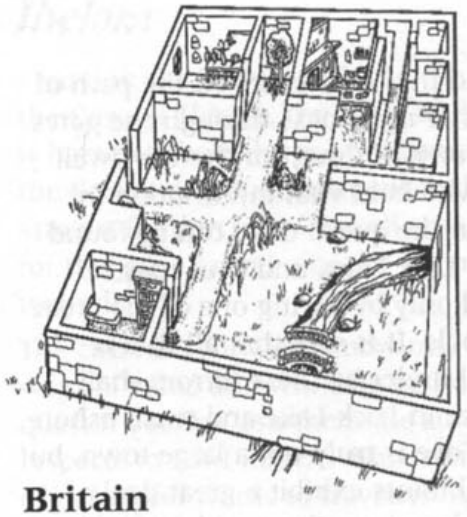
Castle of Lord British
First Floor



Castle of Lord British
Second Floor

Britain

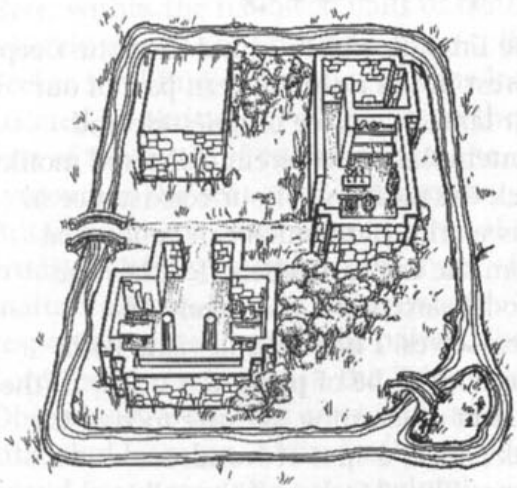
Every high civilization must have its art and music, and Britannia is no exception. Close by to the castle of Lord British lies the town of Britain, where dwell the most skilled bards of the land. The compassionate citizenry is most eager to help the wayfarer and will gladly speak to you of your quest if you would but ask the appropriate questions. Pay heed to the words of Sprite and of a certain child you might find therein. The traveler may well find news of long lost artifacts in the town of Britain, where the bards sing the legends of times long past. Listen well to the words of Sebastian and seek counsel of Thevel.



Britain

The visitor to Britain should take advantage of the fine weapons and armour shops found therein to prepare for travels throughout the less tame parts of our fair land. Food and spirits may also be obtained here, and there is a healer resident to tend the wounds of the brave Seeker.

Buccaneer's Den



Buccaneer's Den

During your travels on your Quest of the Avatar, you will, in all likelihood, take to the high seas. During your seafaring keep a sharp outlook for the town of Buccaneer's Den, said to be found on an isle south-southeast of Britanny Bay. This town is the freehold of some unsavoury characters who have, in the past, plied a trade not favored by most sailors. However, there are those in Buccaneer's Den who understand your quest and will aid you. Be sure to speak with Ragnar and with Sniflet, for it is said they know much of what most know naught.

There are fine weapons to be found in the shops of Buccaneer's Den, as would seem fitting for such a community. There are also said to be shops containing more exotic wares for aid in such endeavors as magic, navigation, and the exploration of the subterranean world.

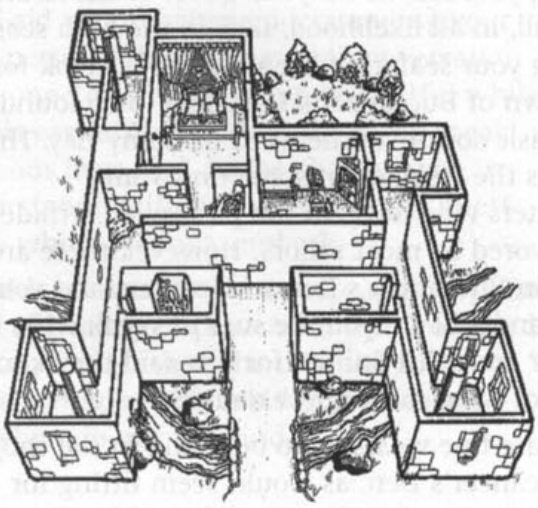
Cove



Cove

It is said that all seekers on the path of the Avatar must pass through the gates of the town of Cove, for therein dwell many who hold vital information for those on the quest. Cove can be found beyond Lock Lake, and thus may be reached only by daring one of the great whirlpools. It is said that all that is dragged under by these terrors shall resurface in Lock Lake and wash ashore there. Cove is truly not a large town, but its inhabitants exhibit a great deal of knowledge about the world. Virtually all who dwell here can be of assistance to you and your companions, if you but know the proper questions.

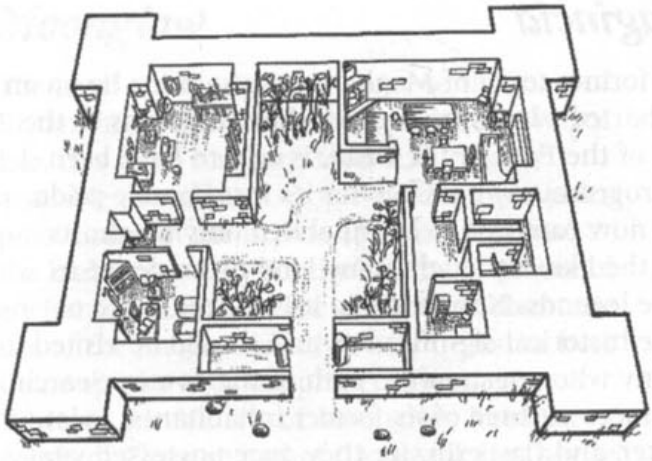
If you or any of your fellow travelers is suffering form wounds, pay a visit to the Healer in Cove, where all suffering can be relieved.



Empath Abbey

Empath Abbey

The Empath Abbey, found near the Deep Forest in the northwestern part of our fair land, is a place of quietude and contemplation, wherein cloistered monks seek the meaning of our coexistence in this world. Here much can be learned from the castle dwellers, for they are good-hearted and give freely of themselves. I have found visits with Humlock to be of particular utility in the pursuit of learning. Be sure to visit the Oak Grove, a spot of wondrous tranquillity. Mark well that all is not always as it might seem in the Abbey. Even that which has the appearance of lifeless matter may be of some aid to you in your seeking.



Jhelom

Jhelom

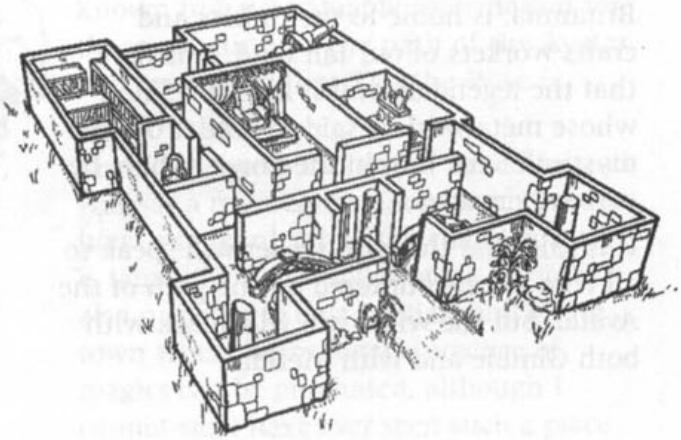
Found in the Valorian Isles to the west of the Cape of Heroes, the town of Jhelom is home to the fighters of Britannia. Here the Seeker may find weapons and armour for purchase, as well as supplies for the journey and a healer to tend to wounds.

The citizens of Jhelom know much of the ways of valor, and will help you on your quest if you but ask them. Be sure to pay respects to Lord Robert, who is known to offer helpful words to travelers. Also, it is wise to converse with brave Sir Hrothgar, a most valiant warrior, whose many years have given him the wisdom of three men. And spare a moment to chat with Senora, so you might learn more of travel in our land.

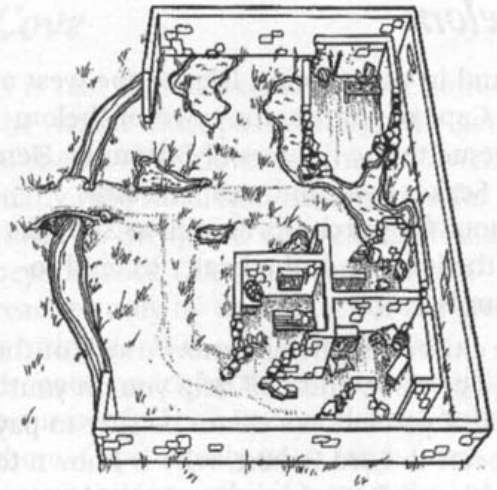
Lycaeum

Here, within the hallowed halls of truth wherein dwells your humble servant, the Seeker shall find all manner of knowledge. Located on Verity Isle, which lies to the east of the castle of our sovereign, the Lycaeum is the seat of all learning in Britannia, home to an entire troupe of erudite scholars studying all manner of matters arcane. Be sure to pay your respects to my most favored patron, the Lord Terence, and to visit the Britannia Observatory while you are within this citadel of learning. A word with my good friend Scatu may also prove helpful.

Should any of your number be in need of the services of a physician, one may be found within the walls of the Lycaeum.



Lycaeum



Magincia

Magincia

The former town of Magincia, whose ruins lie on an uncharted isle in the deep uncharted oceans to the east of the Fens of the Dead, is said to have been destroyed many ages ago for its insufferable pride. It is now rumored to be inhabited only by ghosts and the like, although many lend no credence to these legends. Nevertheless, it is indeed a site of some historical significance, and should be visited by any who quest on the path of the Avatar. Search for traces of three of its former inhabitants, Splot, Banter, and Casperin, for they once possessed vital knowledge. Also, do not be afraid of some unseemly behavior on the part of the legless one.

Equip yourself and your companions well before venturing to Magincia, for no shops are to be found where one can purchase fresh supplies.

Minoc

The town of Minoc, situated on the shores of Lost Hope Bay on the northern coast of Britannia, is home to the tinkers and crafts workers of our fair land. It is here that the legendary smith Zircon resides, whose metalwork is said to border on the mystical. Seek him in the Forge, where he currently resides.

It is said that the wise seeker will speak to all who are encountered on the path of the Avatar, but the wiser still will speak with both Gimble and with Merida.

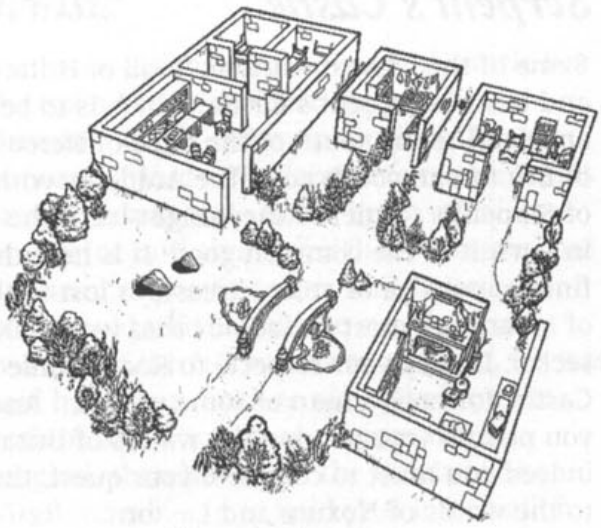


Minoc

Moonglow

The town of Moonglow is home to the magi of Britannia. Located near the Lycaeum on Verity Isle, this town has both food and lodging available as well as a shop wherein the aspiring practitioner of the mystic arts may purchase the herbs necessary for the casting of powerful enchantments. There are also secrets about the use of the magical arts that may be found here if one speaks with the proper personages. When in the fair city of Moonglow, heed the words of Christen and of Cromwell, for they are both sagacious and helpful.

The Inn in Moonglow comes highly recommended. as do the services of the town's healer.

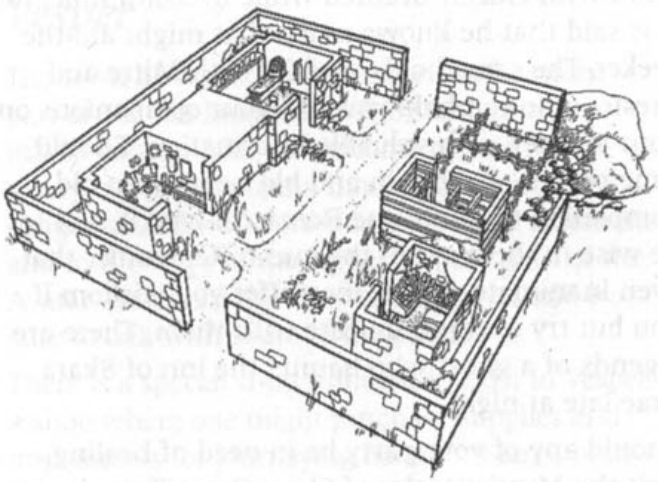


Moonglow

Paws

Should you, in your wanderings, come upon the town of Paws, located in the hills to the north of the Fens of the Dead, be sure to enter and visit with the inhabitants, for much wisdom can be gained from a short stay there. Do give your regards to the Lady Tessa, who is known to have valuable information for those questing on the path of the Avatar, and remember that Zair the Wise is justly so-called.

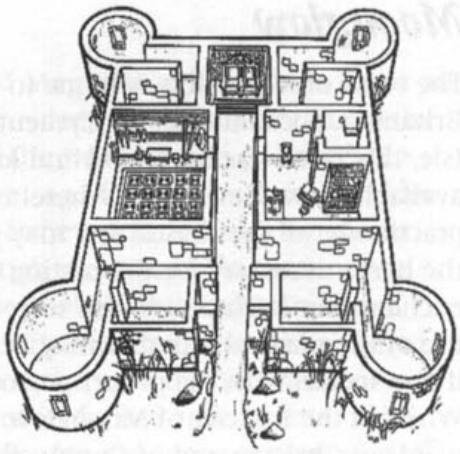
The Folly Tavern in Paws is famed far and wide as a most congenial spot wherein to hoist a tankard, while the stable in Paws is famed for its thoroughbreds. There is also rumored to be a special shop in the town where herbs for the practice of magics can be purchased, although I cannot say I have ever seen such a place with mine own eyes.



Paws

Serpent's Castle

Some of the bravest warriors in all of Britannia dwell and train at Serpent's Castle, which is to be found on an island to the south of the Cape of Heroes. The flower of Britannian youth go to the Academy within the walls of Serpent's Castle, so they might learn the use of arms in pursuit of the common good. It is here that one can find knowledge or arcane treasures lost to the ages, and of an artifact most melodious that would aid the true seeker. Do pay your respects to Roark while in Serpent's Castle, for he is a man of some wisdom. And should you plan to voyage upon the waters of Britannia, as indeed you must to complete your quest, then pay heed to the words of Noxum and Lassorn.

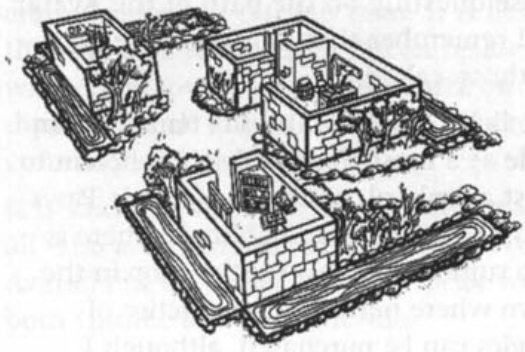


Serpent's Castle

Fear not if you or any of your companions be sore wounded, for within the walls of Serpent's Castle dwells a healer most skilled.

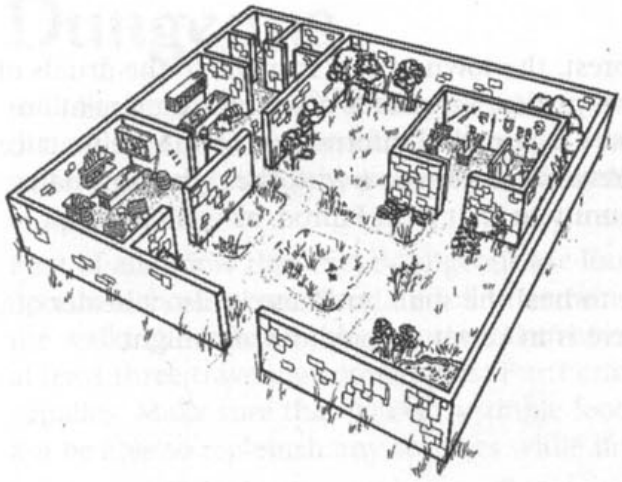
Skara Brae

If you were to sail westward off the coast of Britannia, you would find the island home of the Rangers, and the fair city of Skara Brae. Have a word with citizen Granted while in Skara Brae, for it is said that he knows much that might aid the seeker. The same holds true for both Mitre and Presto, who can help you and your companions on your journey with valuable information. Should time permit, do stop in and bid hello to an old companion of mine, one Romasco, who is said to be wise in the ways of the quest. Remember that even inanimate objects may offer you wisdom if you but try to communicate with them. There are legends of a ghost who haunts the inn of Skara Brae late at night.



Skara Brae

Should any of your party be in need of healing, visit the Mystic Healer of Skara Brae. There is also an Herb Shop for those who need supplies for the practice of the mystic arts.



Trinsic

Trinsic

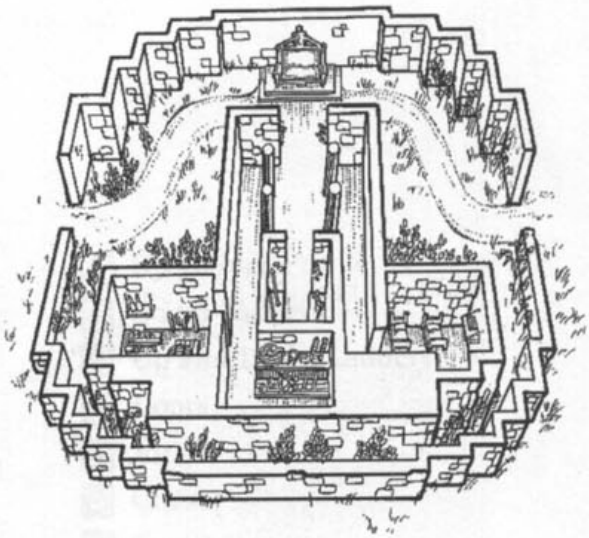
Far to the south of our sovereign's castle lies the town of Trinsic. Here the paladins of Britannia dwell and train for their lives of honorable deeds. The local tavern, the Tap, is famed far and wide for its brew, while its proprietor is known throughout our fair land as a man of great wisdom and sagacity. If ; you should visit Trinsic, be sure to have a word with the fellow known as Kline, for it is said he knows much to aid seekers on the path of the Avatar. And if your aims be magical, then heed well the words of one Virgil, who is said to hold vital information for those who would be practitioners of the mystic arts.

Trinsic is also famed for the quality of arms crafted in the Weapons shop and the Armoury Limited. No warrior should pass up the opportunity to visit these establishments.

Vesper

The town of Vesper, found in the northeastern part of our fair land just to the south of the inland lake, provides a welcome respite for the weary traveler. Its many inhabitants are quite congenial and well-versed in the lore of Britannia and in the ways of the seekers on the path of the Avatar. Visit with Servile while in town, and be sure to talk with some of the others.

There is a special shop rumored to exist in Vesper, a shop where one might purchase supplies and implements for journeying about our land, both above and below the surface. Also, be sure to stop in at the Axe-n-Ale for refreshment.

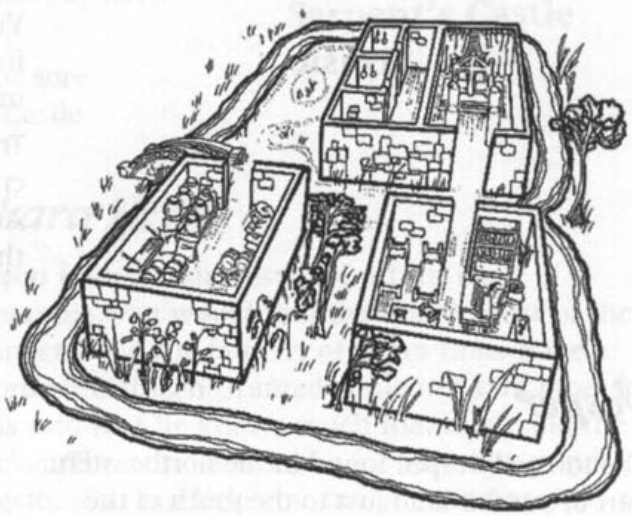


Vesper

Yew

Found within the shady groves of the Deep Forest, the town of Yew is home to the druids of Britannia. Famed for their wisdom and sense of justice, the druids often pass judgment on the most important legal cases of the land. There is also vital information about the practice of the mystic arts to be had for the asking in Yew, if you converse with the right personage. If you have the chance, do not miss an opportunity to chat with Pinrod, as well as with some of the druids found about the town.

Not only do the druids of Yew dispense justice to heal the soul, but there is also a healer of the body within the confines of this town. There is in Yew a shop where one might purchase provisions for long journeys, as well.



Yew

Dungeons

Hail, Seeker on the path of the Avatar! As you prepare for the underground explorations that will aid you in your quest, listen well to my words, for I shall try to spare you the sufferings I and my companions have endured to come by our knowledge of the dungeons of Britannia.

First of all, know that these dungeons are foul, dark caverns that lie beneath the very earth upon which we tread. They are full of vermin and beasts most vile, as well as all manner of the walking dead and other unnatural creatures. Do not venture into them until you have at least three traveling companions! Furthermore, do not venture below without inadequate supplies. Make sure that you carry ample food, weapons, and magical reagents, for you will not be able to replenish any supplies while underground.

It is rumored that the seven known dungeons are interconnected through three vast altar rooms. It is further said that this system of interconnection holds a part of the answer to our quest in its design, so heed well its logic, if you can.

Finally, the last of our maps, that of the Great Stygian Abyss, is not the result of exploration, but rather was created by means of a great enchantment cast by a circle of powerful wizards. No person has ever been in the Abyss, and thus we are not certain if the map is accurate to any degree. Nonetheless, we have included it here in hopes that it might be in some way representative of the horrors that await the first to venture into the Stygian depths. Rely not too heavily on this one map!

Shamino

Legend to Dungeon Maps

- Walls
- Traps
- Rooms
- Force Fields
- Gems
- Fountains
- Up Ladders
- Down Ladders
- Up and Down Ladders
- Doors
- Altars
- Chests
- Secret Doors

Covetous

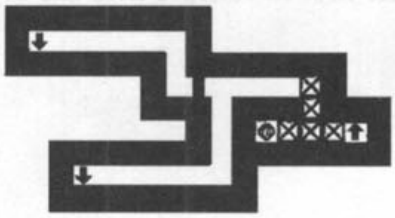
Aptly named, the dungeon Covetous can be found on the eastern shores of Lost Hope Bay. The entrance is hewn out of the forbidding cliffs of this region, and can only be reached by ship. Seek it not on foot. The 5th Level of the dungeon Covetous holds vast wealth for the intrepid explorer, but be wary, for the labyrinthine tunnels and caves are home to large numbers of ferocious orcs and savage trolls. Deep within these caverns, on the 7th Level, one can find the orange stone. One might also visit the Altar Rooms of Love and Courage if the rigors of the depths have not proved too strenuous for your party.



Level 1



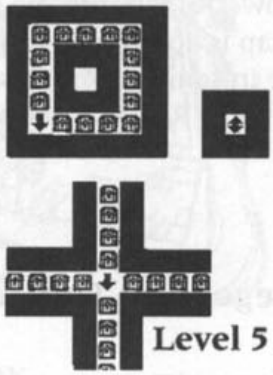
Level 2



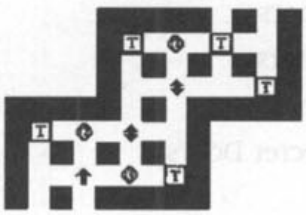
Level 3



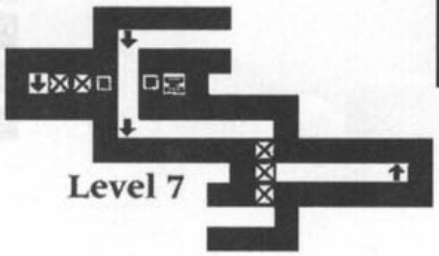
Level 4



Level 5



Level 6



Level 7



Level 8

Deceit

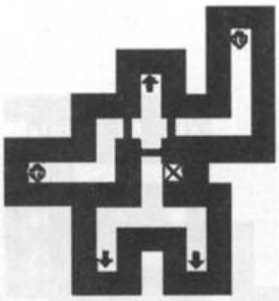
The dungeon Deceit can be found on a small island off the coast of Dagger Isle in the northeast corner of Britannia. Indeed it is a temple of guile, in which little is as it seems. Gold may be found in abundance on the 4th Level, but beware of the Mimics found in these depths, for they take on the appearance of chests in order to lure hapless explorers close, then they treacherously attack. The blue stone may be found in the dungeon Deceit, somewhere on the 7th Level. Seek also the Altar Room of Truth.



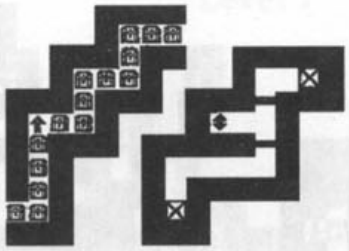
Level 1



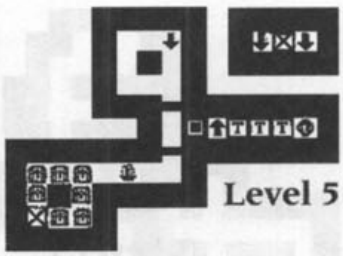
Level 2



Level 3



Level 4



Level 5



Level 6



Level 7



Level 8

Despise

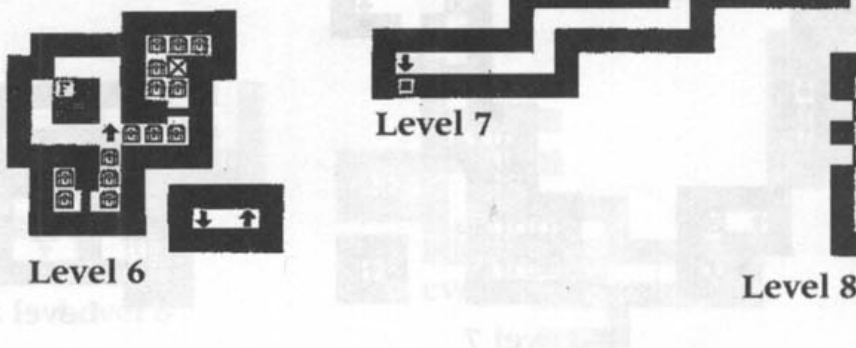
Deep within the crags of the mountain range known as the Serpent's Spine lies the dungeon Despise. A seemingly featureless series of dank caverns, Despise houses a variety of fierce creatures that have strewn the bones of many an explorer throughout the underground. You must find the room of serpents in order to gain entrance to the Altar Room containing the yellow stone on the 5th Level. Care is of the utmost necessity on this level, as there are many perilous traps scattered about. The bravest explorers can gain access to the Altar Room of Love if they persevere.



Level 1 Level 2



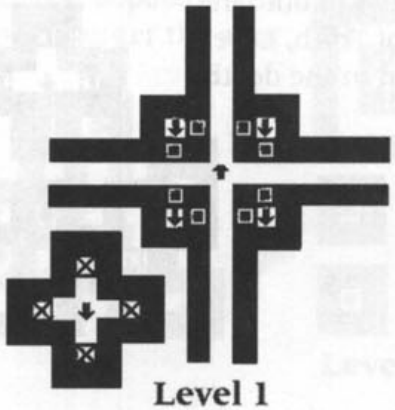
Level 3 Level 4 Level 5



Level 6 Level 7 Level 8

Destard

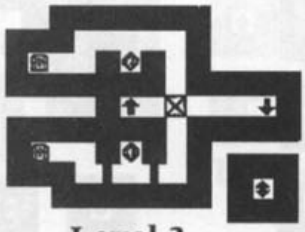
Due west of the Fens of the Dead, in the mountainous region in the southwest part of Britannia, lies the entrance to the dungeon Destard. The brave traveler will find wealth aplenty on the 4th Level of this villainous series of caverns, but guardians of unsurpassed ferocity are also to be found here. Seek the altar that holds the red stone on the 7th level, and hie you to the Altar room of Courage that may be found therein.



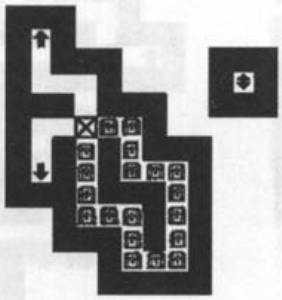
Level 1



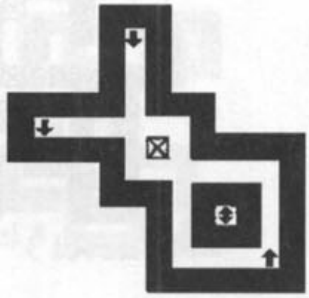
Level 2



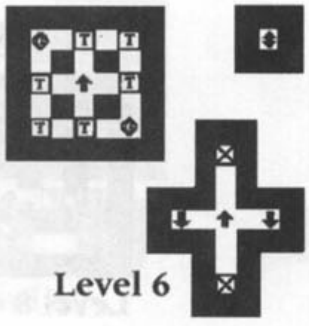
Level 3



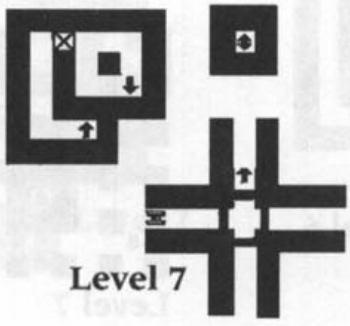
Level 4



Level 5



Level 6



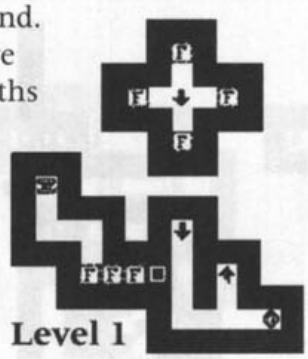
Level 7



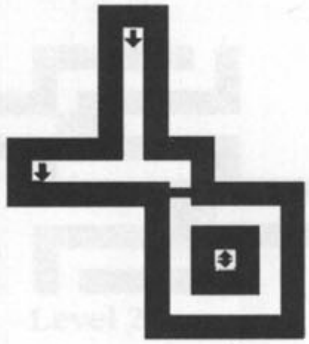
Level 8

Hythloth

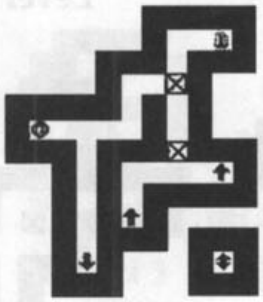
The dungeon Hythloth is perhaps the most curious or mysterious of underground Britannia. There are two entrances that are known one out in the back of the castle of our liege lord, and the other on the Isle of the Abyss. It is said that the tunnels run far beneath the oceans and to great distances. Indeed, one must begin at the very bottom of this dungeon and work upwards to the surface, which leaves one at the farthest reaches of our land. There are Altar Rooms of Truth, Love and Courage to be found in the depths here.



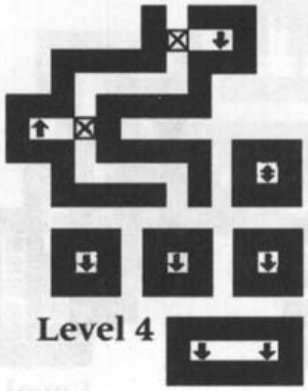
Level 1



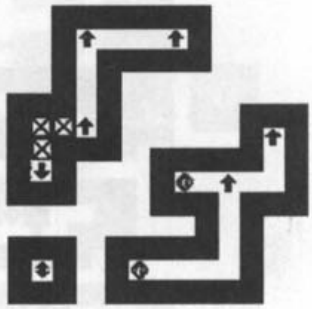
Level 2



Level 3



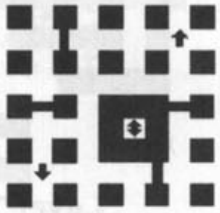
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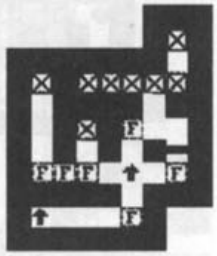
Level 5



Level 6



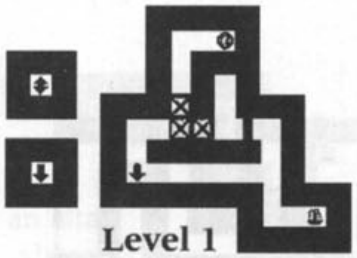
Level 7



Level 8

Shame

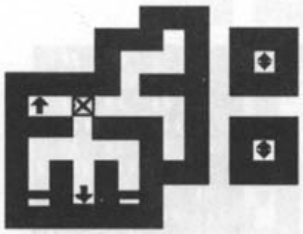
Reaching the entrance to the dungeon Shame will test your navigator's skills to their limits, for it is to be found at the headwaters of the Lost River, far to the northwest of Britannia. Great wealth is to be had by those who can penetrate to the 6th Level of this sinkhole of doom, but there dwells creatures therein that it is best not to speak of in public meeting places, for the very mention of these beings is likely to cause a panic amongst the general populace. The seeker need only attain the 2nd Level to encounter the altar containing the purple stone, but the Altar Rooms of Truth and Courage summon the bravest to the lowermost depths.



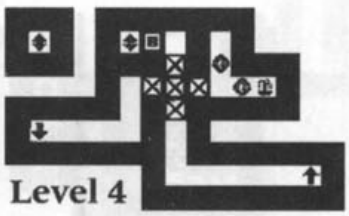
Level 1



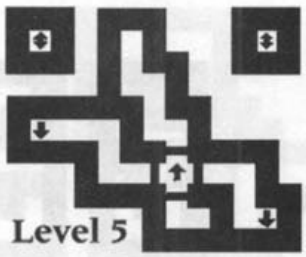
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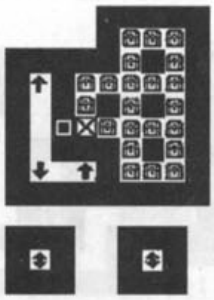
Level 3



Level 4



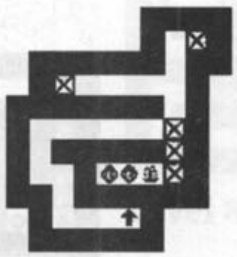
Level 5



Level 6



Level 7



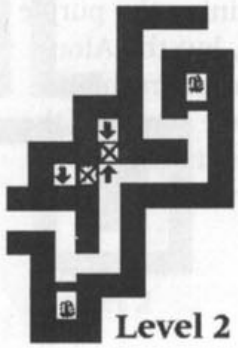
Level 8

Wrong

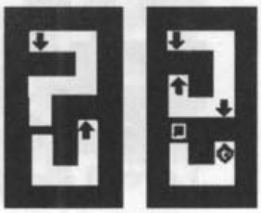
The dungeon of Wrong can be found on the northwestern shore of Lost Hope Bay, far to the north of the castle of our liege lord. While this dungeon may seem mild to the causal observer, it is in truth a veritable quagmire of vile and treacherous traps. Use extreme caution on the 5th Level, and beware of the one-way secret doors and the force fields that lie beyond them of the 6th Level. The green stone can be found on the altar on the 8th Level, and you may also find the Altar Rooms of Love and Truth in these depths.



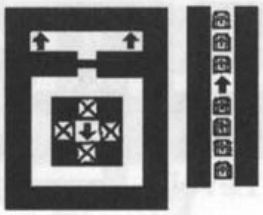
Level 1



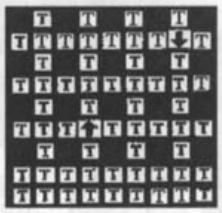
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Level 3



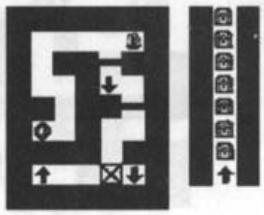
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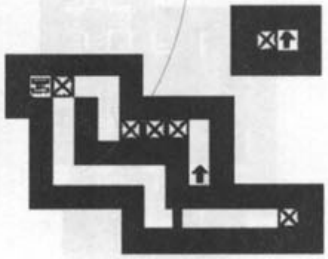
Level 5



Level 6



Level 7

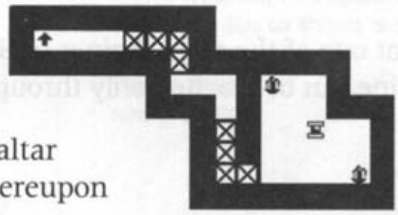


Level 8

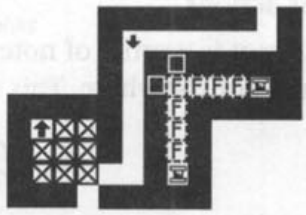
Great Stygian Abyss

Approach not this dungeon until you have completed all parts of your quest, for only one who has trodden far along the path of the Avatar has a hope of surviving here. Truly, no person has ever plumbed its depths, and we offer this map only through the use of a great enchantment mentioned earlier in this journal. Legend says that one must hold the bell, book, and candle to even gain entrance to the Abyss. But before reaching the entrance one must sail through the cove that is filled with the ghost ships of Britannia's pirates. Try not this delicate maneuver unless you have found the magical ship's wheel which will lend strength to the hull of your vessel, lest you founder and become fodder for the finned terrors of the oceans.

Among the tales told of the Great Stygian Abyss, the legend of the ladders is most curious. It is said that each level of this dungeon contains an altar where one must place a stone, whereupon a ladder downwards will appear.



Level 1

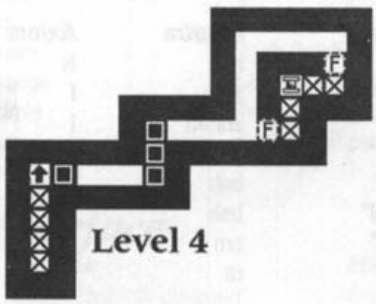


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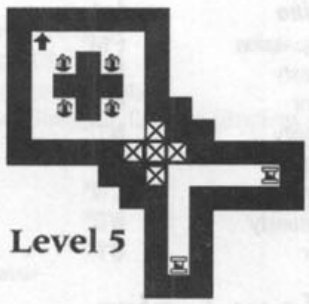




Level 3



Level 4



Level 5



Level 6



Level 7



Level 8

Useful Lists

The bards of Britannia sing of eight shrines, one for each of the eight virtues of the Avatar. The seeker on the path must visit each shrine and meditate there a number of times in order to reach the levels of true enlightenment that are part and parcel of the way of the Avatar.

Meditations of varying duration will garner varying results. Heed well that if you wish to truly and fully understand the conduct that becomes an Avatar, then you must meditate often in the shrines of Britannia.

Remember that once you have earned the right to seek partial avatarhood in one of the eight virtues that you will need to meditate upon your endeavours to attain harmony with your actions.

Finally, it is worthy of note that one of the eight shrines of Britannia exists not on the material plane, but elsewhere. This shrine can be reached only through the power of the gates.

Shrines

Shrine	*Lat.*	*Long.*	*Mantra*	*Axiom*
Compassion	F'M"	I'A"	mu	N
Honesty	E'C"	O'J"	ahm	I
Honor	M'P"	F'B"	summ	I
Humility	N'I"	O'H"	lum	Y
Justice	A'L"	E'J"	beh	I
Sacrifice	C'N"	M'N"	bah	N
Spirituality	B'D"	K'G"	om	T
Valor	O'F"	C'E"	ra	F

Moon Gates

Each gate has three phases, which can be determined by the three-part cycle of the moons. The first number below refers to the gate as you enter it, the last three to your destination.

Gate	*Vicinity*	*Activation*	*Lat.*	*Long.*	*1st*	*2nd*	*3rd*
1	Moonglow	New Moon	I'F"	O'A"	1	2	3
2	Britain	Crescent Waxing	G'G"	G'A"	4	5	6
3	Jhelom	1st Quarter	O'A"	C'G"	7	8	1
4	Yew	Gibbous Waxing	C'F"	D'C"	2	3	4
5	Minoc	Full Moon	B'D"	K'G"	shrine	6	7
6	Trinsic	Gibbous Waning	M'C"	G'I"	8	1	2
7	Skara Brae	Last Quarter	H'O"	B'H"	3	4	5
8	Magincia	Crescent Waning	K'H"	L'L"	6	7	8

Villages, Towns and Castles

Name	Lat.	Long.	Items of Interest
Britain	G'K"	F'C"	rune of Compassion
Britannia Castle	G'L"	F'G"	rune of Spirituality
Buccaneer's Den	J'O"	I'I"	Thieves Guild, magic weapons
Cove	F'K"	I'I"	Candle of Love
Empath Abbey	D'C"	B'M"	Mystic Armour, second syllable
Jhelom	N'O"	C'E"	rune of Valor, magic armour
Lycaeum	G'L"	N'K"	Book of Truth, first syllable
Magincia	K'J"	L'L"	hints on humility
Minoc	B'E"	J'P"	rune of Sacrifice, magic weapons
Moonglow	I'H"	O'I"	rune of Honesty
Paws	J'B"	G'C"	rune of Humility, horses
Serpent's Hold	P'B"	J'C"	Mystic weapons, third syllable
Skara Brae	I'A"	B'G"	cheap food, tips on shrines and stones
Trinsic	L'I"	G'K"	rune of Honor
Vesper	D'L"	M'J"	Thieves Guild
Yew	C'L"	D'K"	rune of Justice

Dungeons

Name	Lat.	Long.	Stone	Level	Altars (Attribute)
Deceit	E'J"	P'A"	blue	7	Truth (Intelligence)
Despise	E'D"	F'L"	yellow	5	Love (Strength)
Destard	K'I"	E'I"	red	7	Courage (Dexterity)
Wrong	B'E"	H'O"	green	8	Truth (Intelligence), Love (Strength)
Covetous	B'L"	J'M"	orange	7	Love (Strength), Courage (Dexterity)
Shame	G'G"	D'K"	purple	2	Truth (Intelligence), Courage (Dexterity)
Hythloth	P'A"	O'P"	none	-	Truth (Intelligence), Love (Strength), Courage (Dexterity)

Items Found On The Surface

Item	Lat.	Long.	Location	Effect
Balloon	P'C"	O'J"	Exit of Hythloth dungeon	Speedier travel
Black Stone [2]	I'F"	O'A"	Search Moonglow Gate	
Bell of Courage	N'A"	L'A"		Use to enter Abyss
Book of Truth	A'G"	A'G"	Lyceum library (see map)	Use to enter Abyss
Candle of Love	A'B"	B'G"	Behind fire in Cove's temple	Use to enter Abyss
Mandrake Root [2]	D'G"	L'G"		Reagent
Mondain's Skull [2]	P'F"	M'F"		Use to enter Abyss
Mystic Armour [1]	A'E"	B'G"	Oak grove of Empath Abbey	Greater protection in combat
Mystic Weapons [1]	A'P"	A'I"	Academy at Serpent's Hold	Greater damage in combat
Nightshade [2]	J'F"	C'O"		Reagent
Silver Horn	K'N"	C'N"		Banishes daemon at Shrine of Humility
Wheel	N'H"	G'A"		Strengthens ship hull
White Stone	F'A"	E'A"	Fly to Serpent Spine in balloon	

[1] Must be a partial Avatar

[2] Search during new moon

Hints and Tips

Ultima IV marks a major transition in the history of the *Ultima* saga (and, in fact, in the history of the computer RPG). For the first time the ultimate goal of the game is not to simply kill some vaudeville villain or B-Movie monster, but to perfect oneself spiritually. For the first time in the history of the RPG, choices have *moral* consequences.

This means that the days of unrestrained mayhem and plunder are gone for good. From this point on, you must think about your actions not only in terms of whether they're profitable, but also in terms of whether they're morally right. Throughout the game, if you hope to advance at an acceptable rate, you should not take anything that is not rightfully yours, nor assault any creature that is not either actively hostile or known to be evil. Even the smallest action or conversation can impact your quest for avatarhood.

Making Friends and Influencing Companions

An essential part of your quest is finding and joining forces with the eight companions who will aid you in your quest. Note that there are eight companions, but only seven of them will actually adventure with you. This is because the eight companions correspond to the eight adventuring professions of Britannia, and so must your party. This means that you fulfill the slot that corresponds to your own starting profession, leaving no room for that companion. To put it another way, if you start the game as a bard, it will not be possible for Iolo the bard to join the party.

Some adventurers prefer to avoid asking some or all of the companions to join them until the very end of the game, because the more people in your party, the greater the strength of attacking monsters. (However, the downside of this is that you'll probably end up doing some redundant adventuring to raise the level of your companions.) Even if you decide on this strategy, however, you should take care to locate all the companions on your journey and talk to them at the earliest possible opportunity.

Lord British will raise your party members in level when their experience warrants. He will also heal the entire party if you ask him about Health and respond "No" to his follow-up question.

Virtuosity

As you progress along the path to Avatarhood, you are scored on your adherence to each of the Virtues. Some of your duties are obvious. Avatar's don't tell lies, don't steal and don't kill innocents. Avatars do fight bravely against evil creatures.

A few other general pointers:

When someone asks you if you're the best at anything or especially proud of something, the only correct response is "No." While an honest self esteem is a worthy thing, a would-be Avatar of Humility is expected to hold to a higher standard. The only exception to this is (somewhat paradoxically) if someone asks you if you're the most humble.




To progress towards the Virtue of Sacrifice, donate blood to healers.

For Compassion, give gold to beggars as often as possible.

Avoid combat with creatures that are not evil, and never attack a non-evil creature while it's fleeing.

Honor rises as you gather the items essential to your quest.

Talking to Hawkwind regularly boosts your Spirituality.

Finally, the answer to the question, "Have you never lied?" is "No." Work it out for yourself.

Having a Ball

In *Ultima IV*, you (and your companions) may raise your stats by finding and touching magical spheres in the dungeons. However, each such touch does a varying amount of physical damage to the person doing the touching.

The exact location of the magic stat-raising spheres are as follows:

Dungeon	Levels	Stats Raised	HP Cost
Covetous	3, 6	Str, Dex	400
Deceit	3, 5, 6	IQ	200
Despise	4, 8	Dex	200
Destard	3, 6	Str	200
Hythloth*	5, 3, 1	IQ, Dex, Str	800
Shame	1, 4, 8	IQ, Str	400
Wrong	2, 6, 7	IQ, Dex	400

All bow users are 5 points per stat raised.

* In Hythloth, you must first descend all the way to the 8th level, after which the spheres will appear on the way up.

Secret Spells

The reagents needed for the three spells that don't have reagents listed in the docs are:

Gate Travel	sulphurous ash, black pearl, mandrake
Resurrect	sulphurous ash, ginseng, garlic, spider silk, blood moss, mandrake
Undead	sulphurous ash, garlic




Walkthrough

The Real You

The way the encounter with the gypsy is supposed to work is for you to answer the questions based on your personal, real-world feelings and standards, and let the game assign you a starting player type that best matches your personality.

If, however, you want to explore the game from the perspective of a different character type, far be it from us to judge. Here's how to become any of the eight character types. The eight adventuring professions each correspond to one of the Virtues. The matches are:

Mage Honesty	Tinker.....Sacrifice
Bard Compassion	Paladin.....Honor
Fighter Valor	Ranger Spirituality
Druid Justice	Shepherd Humility

If you pick the Virtue corresponding to the profession you wish to follow every time it comes up, you will acquire that profession.

Here's how it works: The gypsy's questions are arranged like a single elimination sports tournament. In the "first round" the eight Virtues are paired up and pitted against one another in questions 1 through 4. For the "second round" the Virtues you didn't select are thrown out, and the four you did select are pitted against one another in new questions. The seventh question is the "final round," where the two Virtues you've already selected twice are pitted against each other. The only factor that determines your starting profession is which Virtue you select three times – everything else is just the process of elimination.

Lord British's Home is his Castle

On your first visit to the Castle of Lord British there are three things you have to do.

First, talk to Lord British himself and accept the Quest of the Avatar.

Second, talk to Hawkwind, who'll evaluate your progress in the Virtues.

Finally, visit the secret treasure room behind the guard's barracks and pick up spending money and the Rune of Spirituality.

You'll want to speak again to Lord British and Hawkwind whenever you return to the Castle.

These three stops are essential to your quest, but there are numerous other good folk wandering about the castle who are anxious to give you advice.

On the Town in Britannia

Your next stop is Towne Britain, right outside the castle. There you can meet (and, if you choose, recruit) Iolo, your party's Bard. You must also find the bard Cricket, who will give you the Mantra of Compassion. (Cricket can usually be found entertaining in a local tavern.) The Rune of Compassion can be found at the end of a hallway in the inn at the center of town.

The Paws That Refreshes

The small village of Paws is an excellent place to restock your supplies. It's also the location of the Rune of Humility in the hills near the southeast corner of town.

The First Shrine

The Shrine of Compassion lies east of Britain across two bridges. You will have to take the rune to the shrine and say the mantra. You will repeat this activity at the shrines of all the Virtues.

For the remainder of this walkthrough, the locations of the runes and the place to learn the mantras will be given. Shrines, which appear on the map on the poster, will be listed only if there's some trick to finding them.

Cove: Light a Single Candle

The tiny town of Cove is hidden. To get there you can either commandeer a pirate ship on Lock Lake, or go through the whirlpool.

In Cove you must visit the temple and retrieve the Candle of Love from behind the magical fire that guards it.

Yew: Beh, Beh, Beh

Yew is the city of Justice, and the home of Britannia's main prison. You'll find the Rune of Justice in the second cell of the prison, along with a shady fellow known only as "The Felon."

North of town you'll find a circle of Druids chanting "Beh, Beh, Beh." One of them is your Companion, Jaana, and the chant happens to be the Mantra of Justice.

A Scary Night in Skara Brae

In Skara Brae you'll probably want to spend a night in the haunted room at the inn. It's not absolutely necessary to do so to finish your quest, but it's a cool encounter with some interesting information (about the White Stone).

Also in Skara Brae you can get the Mantra of Spirituality from the child Barren, and hook up with Shamino, your party's Ranger. Shamino will be found hanging around the town Ankh.

In the Walls of Jhelom

Jhelom is an excellent place to shop for high-quality weapons. You can also find out the Mantra of Valor by talking to Aesop.

Go to the Inn in Jhelom and make sure you have a few keys with you. In one locked room you'll meet Geoffrey the Fighter, one of your Companions. In another room is a fellow named Lord Robert (no relation to Lord Robert from Empath Abbey). If you search Lord Robert's room you'll find a secret passage leading to the hidden spaces behind the walls of the city. The Rune of Valor can be found beneath the southeast tower.

A Drink in Trinsic

In the tavern at Trinsic you can meet your Companion Dupré the Paladin. The Mantra of Honor can be obtained from a man in the Inn.

The Rune of Honor can be found in a small clearing in the southeast corner of town. Watch out for the poison trap.

Wouldn't You Like to Fly?

You need to get the balloon (AKA the "lighter than air craft") to get the White Stone. To find the balloon, enter Dungeon Hythloth (the entrance can be found beneath the walls of Lord British's castle) and use an *Xit* spell to leave (you don't have to do any actual dungeon crawling at all). When you emerge outside the dungeon, look around to the east and you'll soon find the balloon.

The White Stone can be found near an Ankh in a hidden valley in the Serpent's Spine mountains. Landing the balloon right where you want it can be tricky. The best way to land is probably to use a sextant to line your balloon up with either the valley's longitude or latitude (FA, FA), then use the *Wind* spell to push the balloon straight towards the target.

Moonglow: Higher Learning at the Lycaeum

In Moonglow you will find your Companion Mariah the Mage. Talk to Cromwell the Paladin to learn the Mantra for Honesty.

To find the Black Stone, go to the Moongate on the shore west of town when both moons are dark. When the Moongate appears, step through. You won't be transported anywhere, but the Black Stone will appear.

Finally, in Moonglow you must stop in the Lycaeum's library to obtain the Book of Truth. Another place of interest in the Lycaeum is the observatory. While not essential to your quest, a look through the telescope is highly recommended.

Tinkering Around Minoc

You can find your Companion Julia, the Tinker, working in the Poor House at Minoc. The Poor House is also an excellent place to bolster your score in Sacrifice by giving freely to the beggars there.

To gain the Rune of Sacrifice you'll have to be able to survive the furnace of Zircon the Smith long enough to retrieve it. Also in Zircon's Iron Works is a bard singing an apparently nonsensical song which actually contains the Mantra of Sacrifice.

A Humbling Visit to Magincia

In the northwest corner of the ruins of Magincia, a skeleton named Faultless will give you the Mantra of Pride. Of course, you don't want the Mantra of Pride, you want the Mantra of Humility. However, since Humility is the opposite of Pride, you only need to reverse the letters to get the correct mantra.

Your final Companion, Katrina the Shepherdess, can be found outside the walls of the ruined city.

(*Note:* See **Other Important Items: Silver Horn**, below, for important advice regarding the Shrine of Humility.)

Other Important Items

Silver Horn. The Silver Horn can be found on a small island off the tip of Spiritwood. There are seven islands in the group, and the horn is found on the second island from the western edge of the group.

The Horn is used at the Shrine of Humility, where it must be sounded continuously to ward off the surrounding Daemons.

Magic Wheel. At the bottom of the Cape of Heroes is the wreck of the HMS *Cape*. On the derelict is a magic wheel that will strengthen your boat in combat.

Bell of Courage. The Bell of Courage, an essential quest item along with your Book and Candle, can also be found beneath the waves. The best way to find it is simply to use a sextant to go to NA, LA.

Skull of Mondain. This terrible artifact of evil is also on the ocean floor, at PF, MF. You must find and destroy Mondain's Skull to fulfill your quest.

Into the Mystics

Once you've visited all the shrines and been elevated in all eight Virtues, you are worthy to find the Mystic Armour and Mystic Arms. The Armour can be found at the center of the Grove at Empath Abbey, while the Arms are in the center of the mat in Serpent's Hold.

It is, by the way, possible to pull the old *Ultima* trick of selling the Arms and Armour for significant cash, then returning to their original locations and retrieving them anew.

The Word of Passage

The three syllables of the magic word for admittance to the Stygian Abyss can be obtained from the lords of Moonglow (Ver), Empath Abbey (Amo), and Serpent Hold (Cor).

The Three-Part Key

To obtain the Three-Part Key required to enter the Chamber of the Codex, you must first acquire the eight colored stones, then visit the three Altars (for locations of the stones and altars in the dungeons, see **Dungeons**, p. 67).

Stand on an Altar of Truth and Use the blue, green, purple and white stones.

Stand on an Altar of Courage and Use the red, orange, purple and white stones.

Stand on an Altar of Love and Use the yellow, green, orange and white stones.

When these three rituals are complete, you will be in possession of all three parts of the Key. Furthermore, if you have fulfilled all the objectives listed above, you will at last possess everything necessary for the fulfillment of your quest.

Challenging the Abyss

When setting sail in search of the Stygian Abyss, make sure your hit points and stats are all at maximum. Spend all your money on food and reagents.

The ghost-ships that guard the coast near the Abyss cannot be harmed by your cannon. You have to board and take each ghost ship individually.

When you finally arrive at the entrance to the Abyss, Use the Bell, Book and Candle, then Use the Skull of Mondain to cast the foul thing into the Abyss and destroy it. You may now enter the Stygian Abyss.

On each level you will reach an altar at which you will be required to name the correct Virtue and produce the corresponding stone before you can continue. The correct answers are:

First Level.....Honesty, Blue	Fifth Level.....Sacrifice, Orange
Second Level.....Compassion, Yellow	Sixth Level Honor, Purple
Third Level Valor, Red	Seventh Level Spirituality, White
Forth Level Justice, Green	Eighth Level Humility, Black

After completing this gauntlet you will be asked for the word of passage (Veramocor), and may then use the Three-Part Key to enter the Chamber of the Codex.

Once in the chamber you will be quizzed one final time. The answer are, in order:

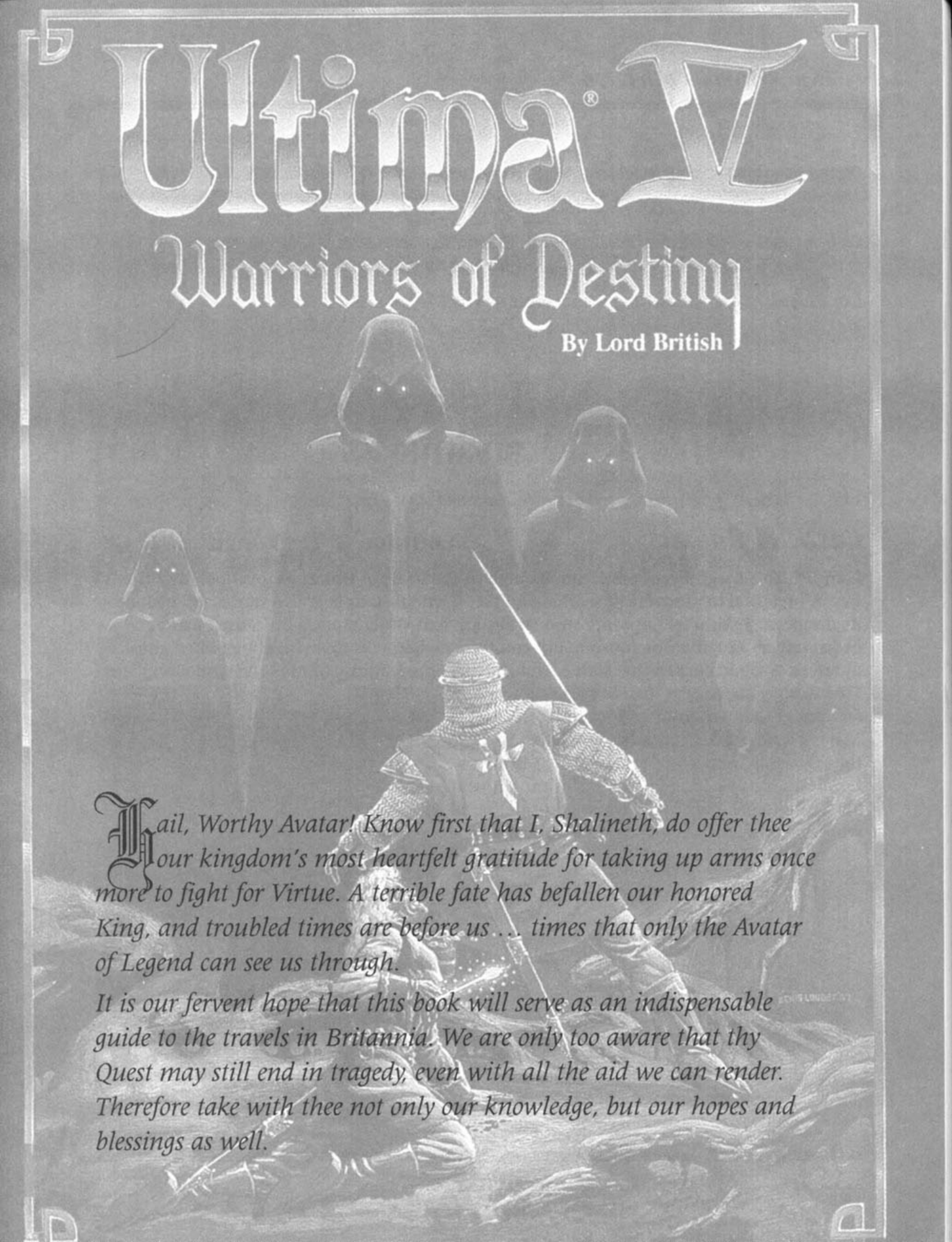
Honesty, Compassion, Valor, Justice, Sacrifice, Honor, Spirituality, Humility, Truth, Love, Courage and Infinity.

With the word "Infinity" your quest is complete, and you are returned to your own world.

Ultima® V

Warriors of Destiny

By Lord British



Hail, Worthy Avatar! Know first that I, Shalineth, do offer thee our kingdom's most heartfelt gratitude for taking up arms once more to fight for Virtue. A terrible fate has befallen our honored King, and troubled times are before us . . . times that only the Avatar of Legend can see us through.

It is our fervent hope that this book will serve as an indispensable guide to the travels in Britannia. We are only too aware that thy Quest may still end in tragedy, even with all the aid we can render. Therefore take with thee not only our knowledge, but our hopes and blessings as well.

In your hands you hold an enlightened Work, created with the aid of many others besides myself. Adventurers of such renown as the knights Shamino, Dupré and Sentri, the minstrels Iolo and Gwenno, and many other diligent servants of the Corwn did kindly lend the richness of their travels to these pages. To them we all owe a great debt, for awful was the peril that some faced in their journeys. Hearken well to their words, for more than a few of these knights gave up their lives so that you could find your way.

Lord Shalineth, Most Humble Servant of His Majesty, Lord British

The Lycaeum, Verity Isle

4/4/139

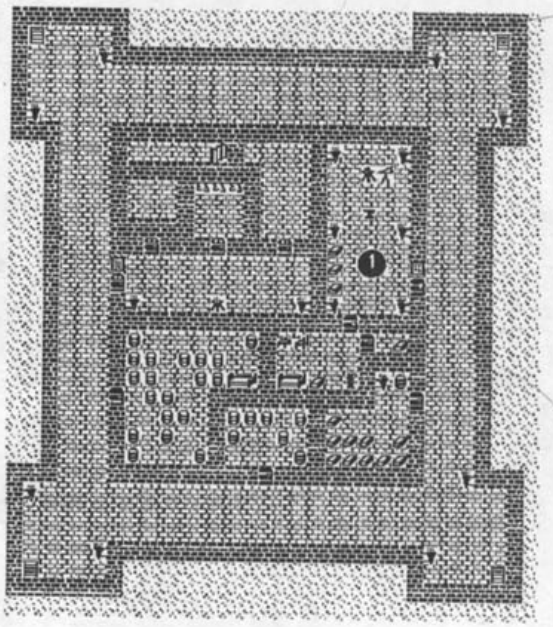
Settlements and Landmarks of the Realm

Being an Atlas of the Townes, Villages, Castles, Keeps and other important Landmarks of the Realm

Castle Britannia

Latitude G′ L″ Longitude F′ G″

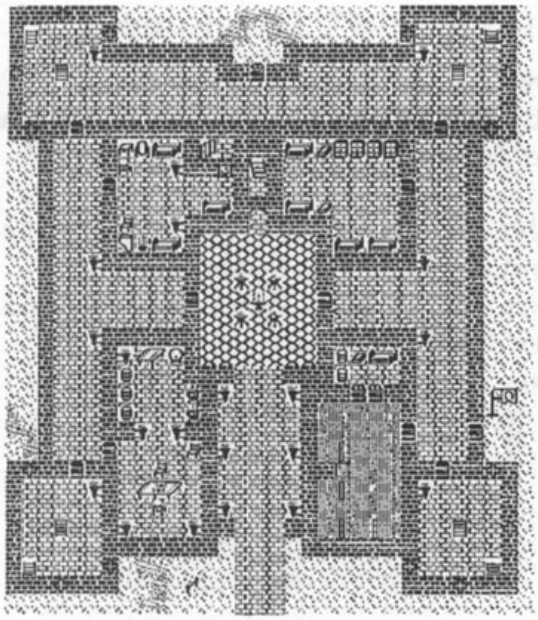
Lord British's magnificent castle stands high in the heart of Britannia, overlooking Britanny Bay. A breathtaking fortress of marble and tile, Castle Britannia is five stories tall including its dungeon. Within its imposing stone walls are vast storerooms, a little-used prison, bedchambers ranging from austere but comfortable barracks to lavishly appointed guest quarters, two kitchens, a fine stable, and the acclaimed smithy of Max the Armourer. Our True King is above all a man of philosophy and learning, as all well know who have seen His Majesty's private rooftop observatory. And though there seems little hope for Lord British's return, dozens of devoted subjects of the Crown labor still to keep his castle warm and safe for all who would defend his virtues and his name.



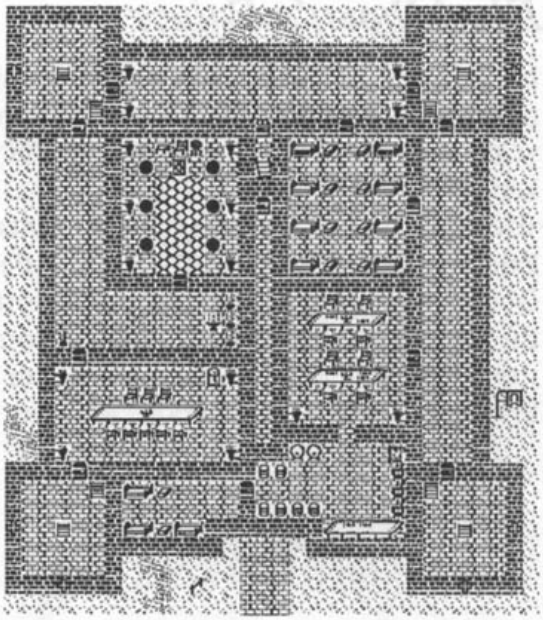
Basement

1. North Star Armoury

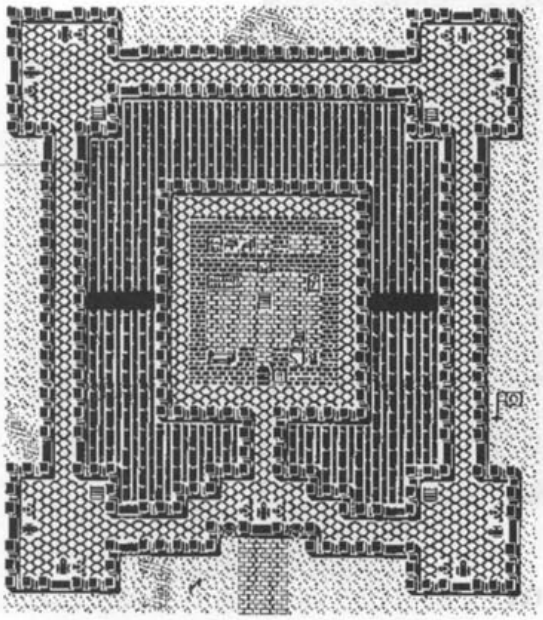
Chain Coif	50
Magic Shield	2000
Chain	300
Plate	700
Long Sword	70
Silver Sword	250
Ring of Protection	500



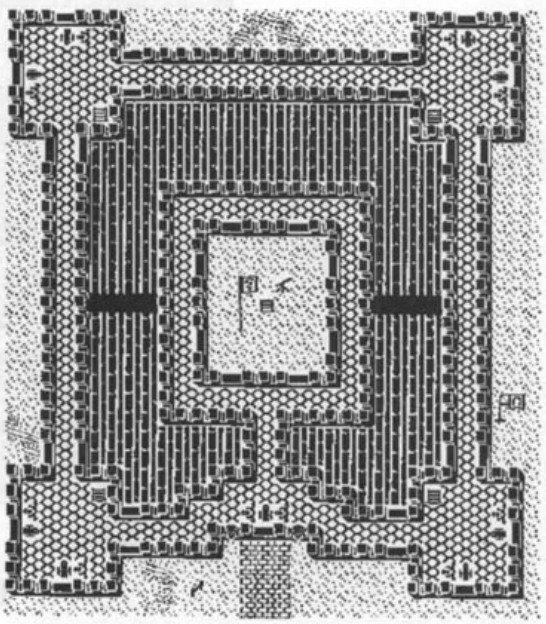
Level 1



Level 2



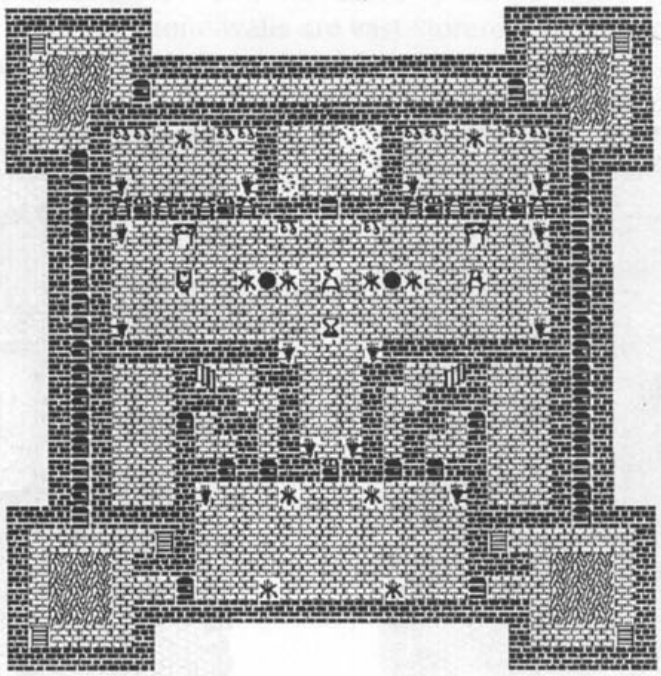
Level 3



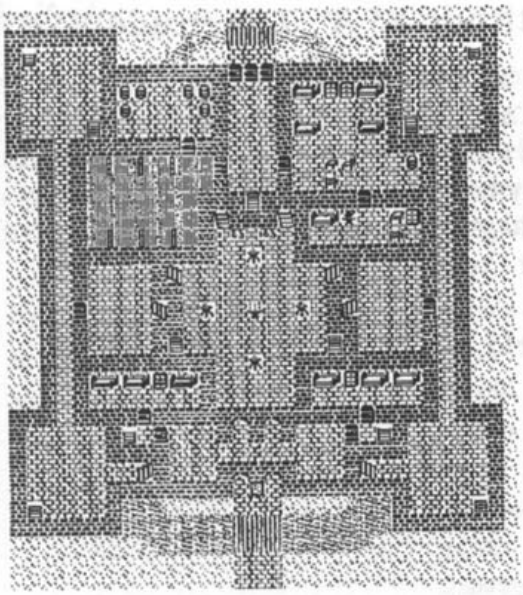
Level 4

Blackthorn's Palace **Latitude P′ F″ Longitude M′ E″**

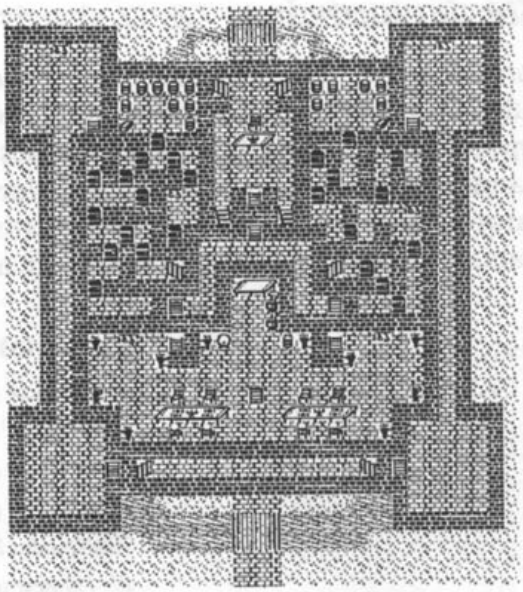
In the midst of the volcanic fires west of the hallowed Isle of the Avatar, a vast darkstone palace testifies to the awesome wealth and power that is now Lord Blackthorn's. In the few years since Blackthorn seized Britannia's throne and declared martial law, ostensibly to keep the peace in the land, his personal stronghold has grown to rival Castle Britannia in size and luxury. But there the semblance ends, for those who have had occasion to visit the Palace return — sometimes — with tales of great towers with seemingly bottomless pits, labyrinthine dungeons, nightmarish torture chambers, and daemonic guardians in the royal throne room. Half-human watchers patrol the endless halls, casting all who do not wear the Badge and speak the Password into the dungeon's torture chamber where lethal fates invariably await.



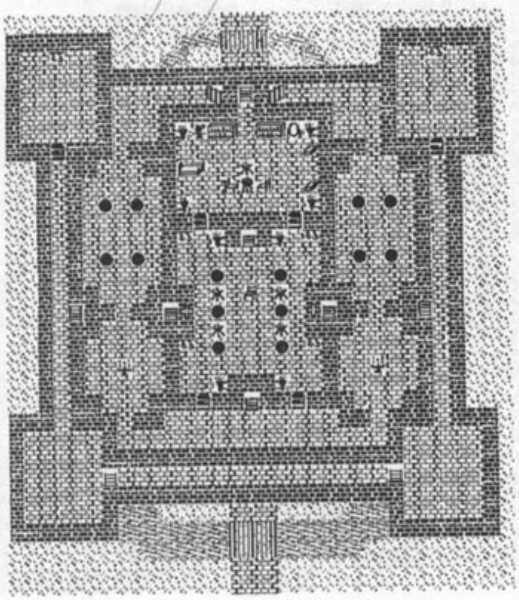
Basement



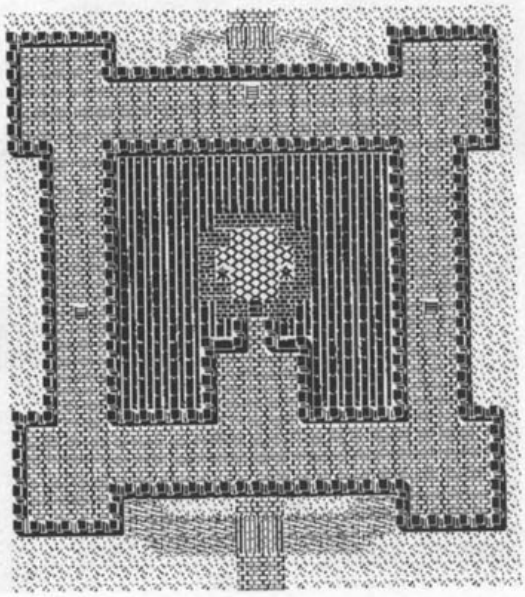
Level 1



Level 2



Level 3



Level 4

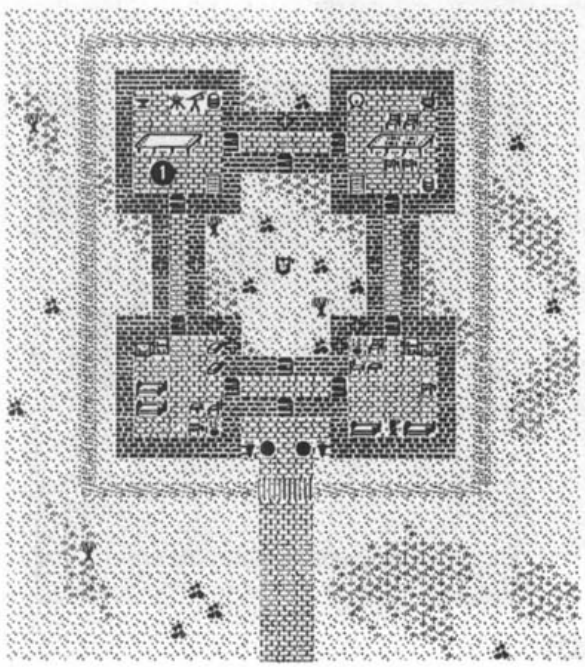
Bordermarch

Latitude K′ A″ Longitude A′ P″

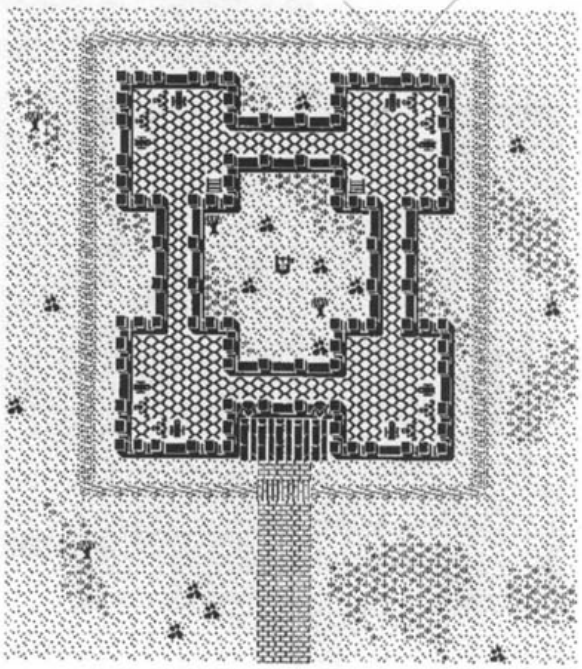
Bordermarch is the fortified retreat of the respected Britannian governors Sir Simon and Lady Tessa. Forced to flee the tyranny of Blackthorn's kingdom because of their steadfast opposition to his rule, the knight and his lady made their home on a lonely, mountainous island north of Jhelom. Their personal armourer may be willing to sell some of his prime wares to friends, and 'tis rumoured that several of the Avatar's oldest friends abide here against the day when they may take up arms for the Crown once more.

1. The Shattered Shield

Magic Shield	2000
Magic Axe	1000
Magic Bow	800
Arrows	10
Two-Handed Hammer	85
Ring of Regeneration	200
Amulet of Turning	900



Level 1



Level 2

Britain Latitude G′ K″ Longitude F′ B″

Britain is a thriving, picturesque city just a short distance from Lord British's castle on Britanny Bay. The towne is an important center of commerce for all of Britannia and has a number of interesting places to visit, including Iolo the Bard's arbalest shoppe and a highly recommended pub. Those who dwell here are welcoming and compassionate, so travellers often find Britain one of the most hospitable places in the Realm to visit.

1. The Wayfarer Tavern

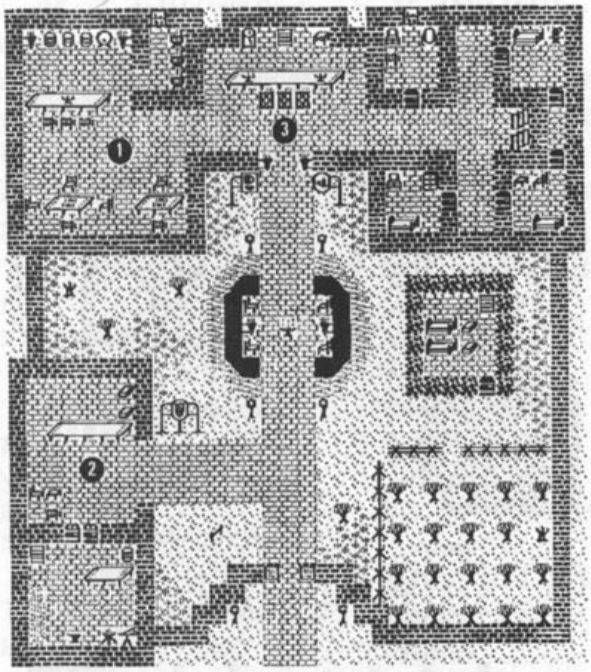
Mutton	4
Rations	15
Ale	1

2. Iolo's Bows

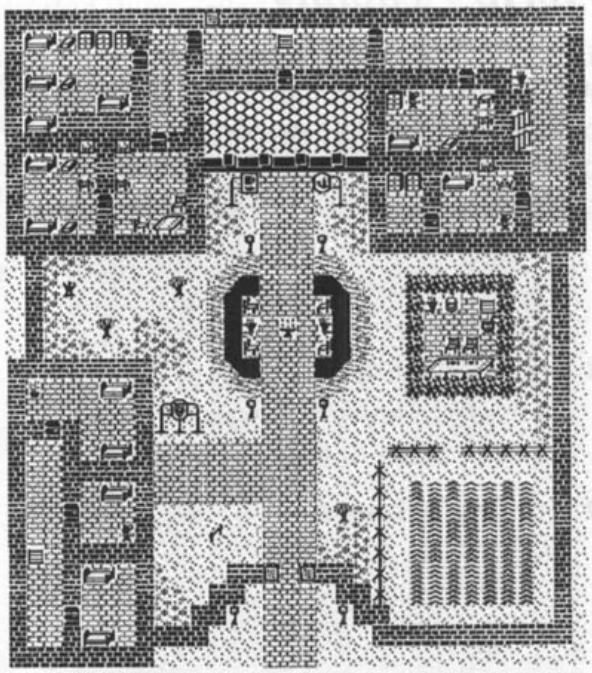
Dagger	1
Sling	10
Bow	75
Arrow	10
Crossbow	150
Quarrel	15
Magic Bow	800

3. The Wayfarer Inn

Nightly fare: 2 gp for each guest;
3 rooms available for lodging



Level 1

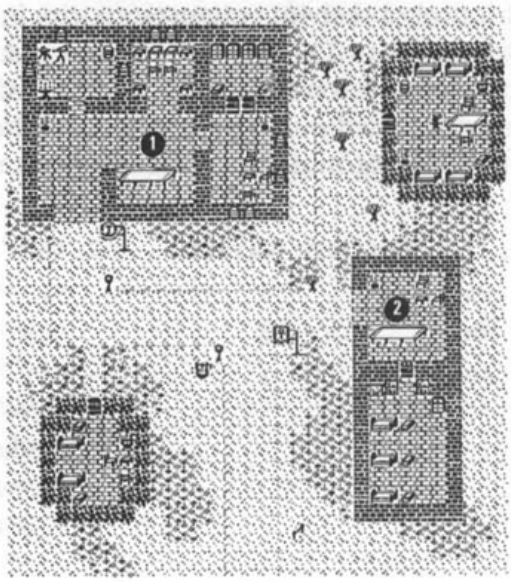


Level 2

East Britanny

Latitude G′ K″ Longitude F′ I″

East Britanny's local economy revolves around the trade at the Oaken Oar, one of the most respected shipwrights in the land. Also in this village can he found the Healers' Sanctum, where practices a chirurgeon of incomparable skill. In fact, the Sanctum was located in nearby Castle Britannia until the turmoil surrounding the King's disappearance began. Then, claiming the troubled, frantic air to be an ill influence upon the spiritual arts, the healer Milan moved her practice to the quieter East Britanny environ.



1. The Oaken Oar

Frigate	650
Skiff	125

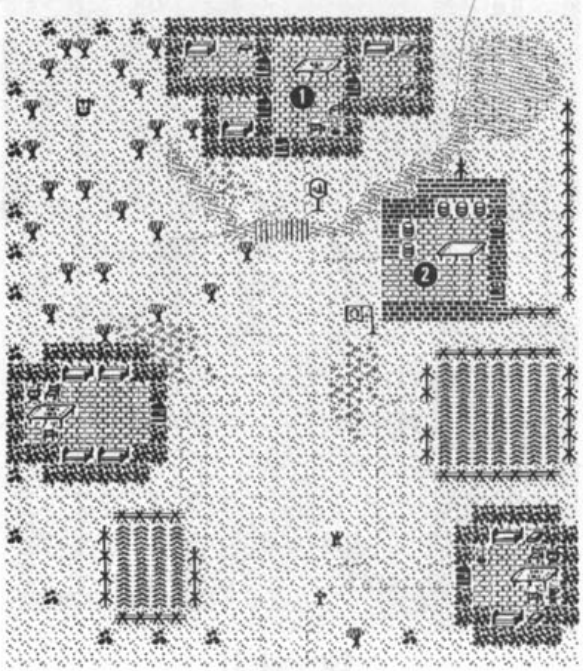
2. Healers' Sanctum

Healing	50
Curing	35
Resurrection	237

North Britanny

Latitude G′ J″ Longitude F′ G″

This small village boasts a fine stable and inn. As in West Britanny, farming is a common occupation here. The wooded park in the northwestern part of towne is popular with neighborhood children as a playground.



1. Hotel Brittany

Nightly fare: 3 gp for each guest

2 rooms available for lodging

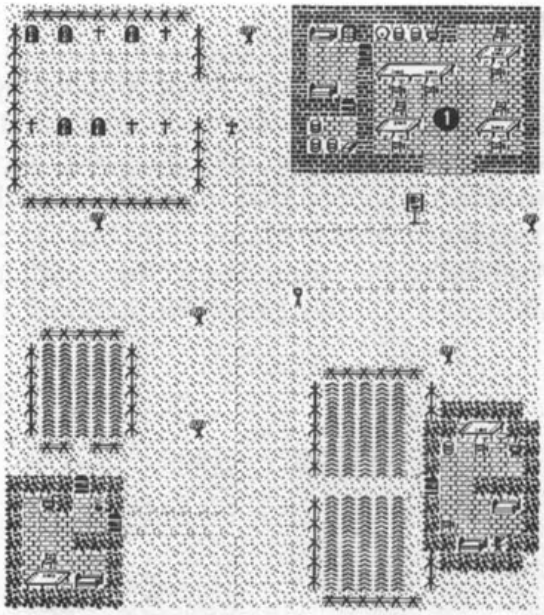
2. The Stablehouse

Steed	130

West Britanny

Latitude G′ K″ Longitude F′ E″

West Britanny is a small farming community lying between Castle Britannia and the city of Britain.



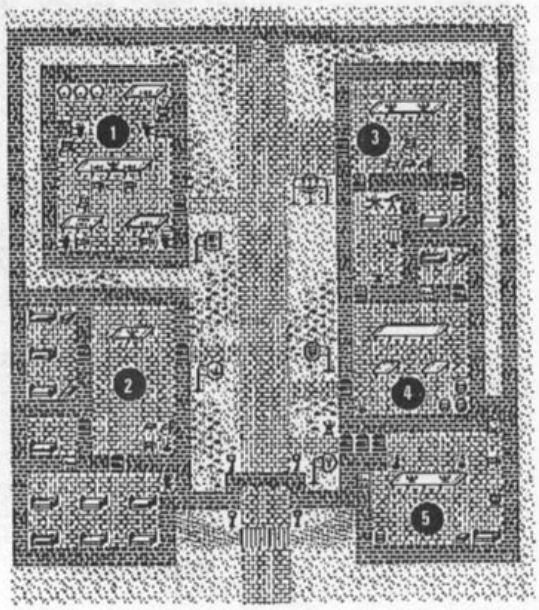
1. The Blue Boar Tavern

Wine	1
Cheese	5

Buccaneer's Den

Latitude J′ O″ Longitude I′ I″

'Twould be easy to say that such a place as this is one best avoided by followers of Virtue. However, the headquarters of pirates and other assorted thugs called Buccaneer's Den is also a place of great resource, where shoppes sell exotic wares, such as mystic gems and magical rings of fabulous power. Those who can make it out of towne without being relieved of their purchases along the way should consider themselves fortunate. For those who dare to seek it, the port of Buccaneer's Den can be found on a tiny island far to the south-southeast of Britanny Bay.



1. The Fallen Virgin

Rum	1
Wild Boar	42

2. The King's Ransom Inn

Nightly fare: 3 gp for each guest;

3 rooms available for lodging

3. The Rusty Bucket

Frigate	700
Skiff	100

4. Buccaneer's Booty

Leather Helm	15
Leather	50
Dagger	1
Main Gauche	15
Short Sword	40
Flaming Oil	5
Ring of Invisibility	450

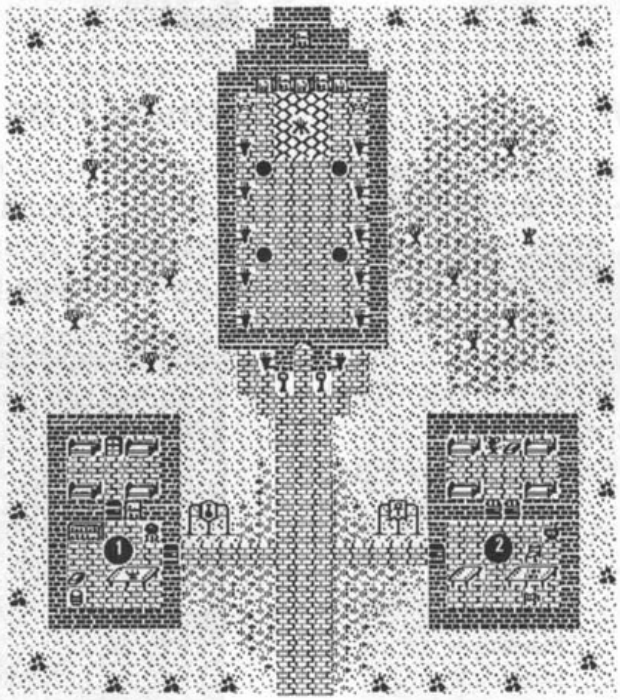
5. The Guild of the Broken Lock

Key	60
Gem	150
Torch	20

Cove

Latitude F′ K″ Longitude I′ I″

Lock Lake is an inland sea surrounded by mountains and other natural barriers that assure the solitude of any who dwell upon its shores. Among the southern mountains of those lost shores lies the wondrous village of Cove, home of a legendary healer and the only mainland apothecary shoppe that offers the essential herbs Nightshade and Mandrake Root. But perhaps the most striking edifice in Cove is the Temple of Virtue, where disciples of the Avatar's ways commune together, contemplating the meaning and the power of Good. Here the visitor will find peace, wisdom and a chance to truly strengthen the spirit.



1. Mysticism

Spider Silk	12
Nightshade	30
Mandrake Root	40

2. Sanctuary

Healing	55
Curing	40
Resurrection	247

Empath Abbey

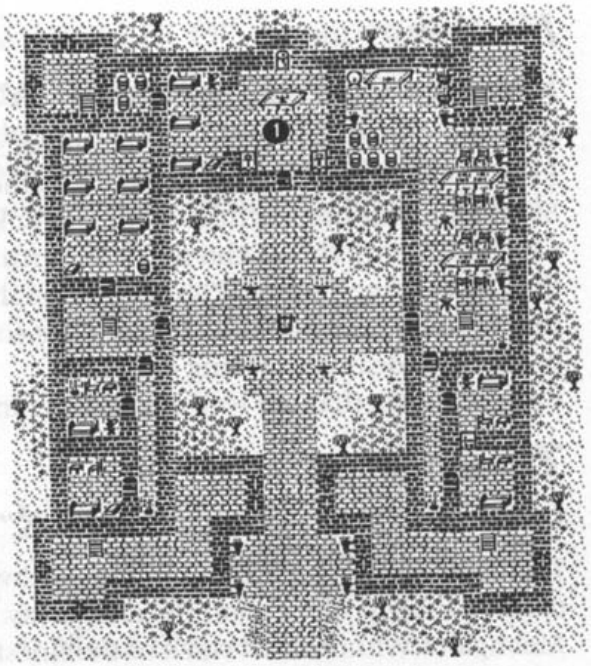
Latitude D′ C″ Longitude B′ M″

South and west of Yew, at the far edge of the Deep Forest, this sanctum of Love is a haven for meditative reflection for both the disciple of Virtue and the troubled of heart. Lord Michael, a renowned mountain climber and scholar of Virtue, is the keeper of the Abbey, and will gladly assist all in need of aid.

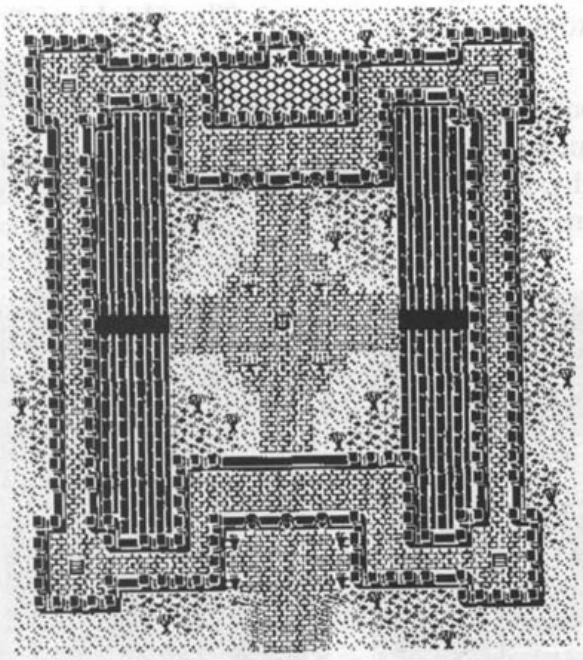
The Eternal Flame of Love shines from a northern balcony on the second floor.

1. The Empath

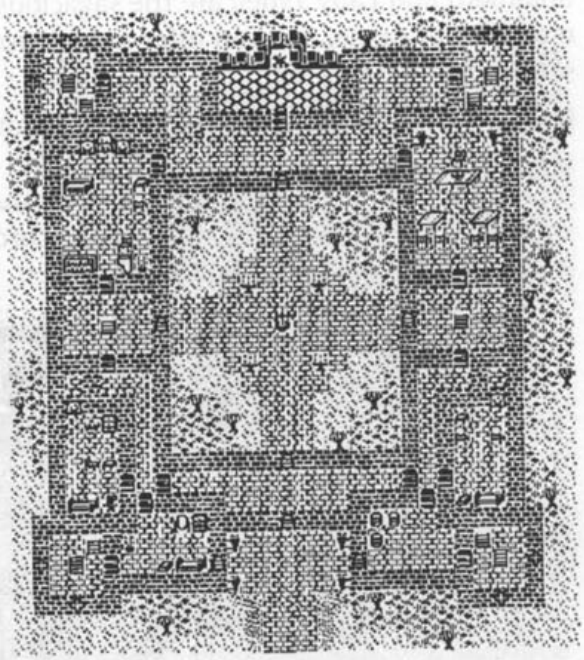
Healing	65
Curing	10
Resurrection	262



Level 1



Level 3

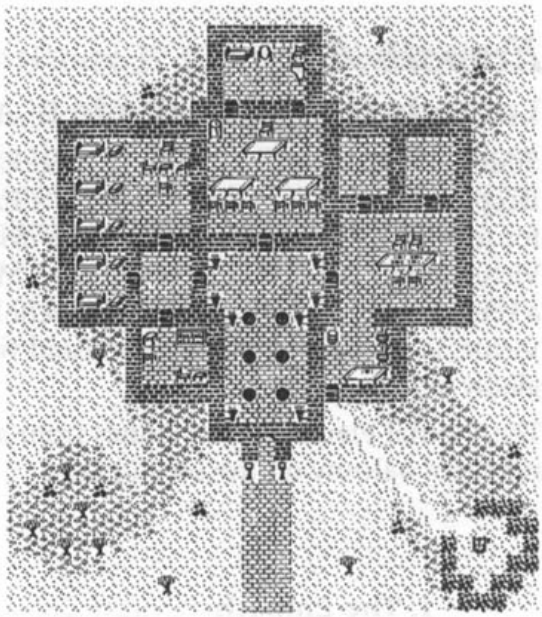


Level 2

Farthing

Latitude P′ A″ Longitude E′ A″

In this isolated manor, far to the southeast of Skara Brae, resides a retired sea dog named Lord Seggallion and his eccentric companion, known (at least among those who dwell in Farthing) as the Great Mage Temme. Though she might seem but a proud charlatan, she actually has some innovative ideas concerning spells of disappearance that are well worth listening to.



The Lycaeum

Latitude G′ L″ Longitude N′ K″

The Lycaeum is a great castle in the northwestern corner of Verity Isle, a short distance away from Moonglow. Within dwell some of the finest magi and philosophers in Britannia, gentlemen and ladies who strive to understand and master the ideals of Truth. The Lycaeum has one of the most extensive libraries in the Realm, and also an herbalist, pub and healer. Lord Shalineth and Lady Janell are the sagacious keepers of this magnificent castle, and can offer much wisdom to those travelers seeking enlightenment.

In a grand chamber on the Lycaeum's third floor, the Eternal Flame of Truth shines through day and night, tended faithfully by Lord Sean.

1. The Folley Tap

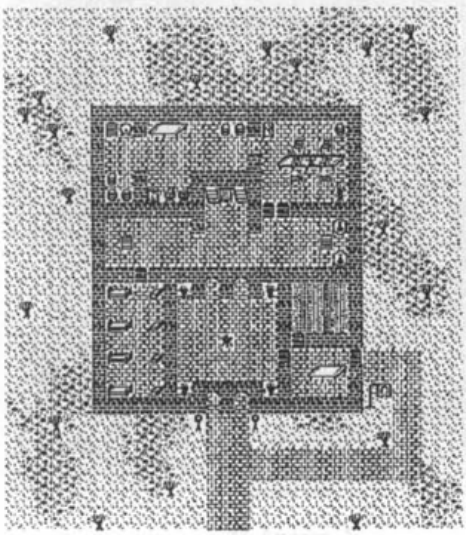
Mutton	5
Ale	1
Rations	30

2. The Shield of Truth

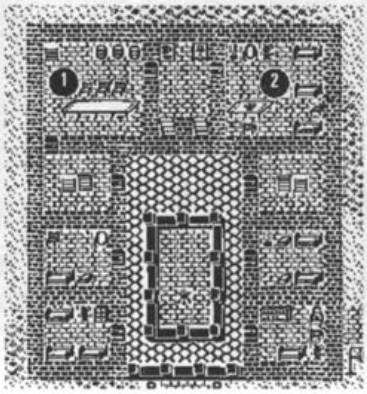
Healing	60
Curing	15
Resurrection	249

3. The Sharper Mage

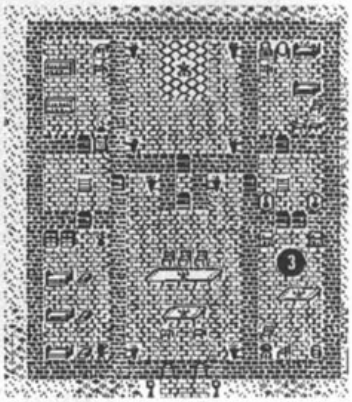
Blood Moss	12
Nightshade	30
Mandrake Root	40



Level 1



Level 2



Level 3

Jhelom

Latitude N′ O″ Longitude C′ E″

In the mountainous Valorian Isles, far to the southeast of the Britannian mainland, can be found the bulwarked towers of Jhelom. Home to the elite of Britannian knighthood, this city's gates are open to all who valorously strive to defend the Realm. Though some of the citizens may appear rather brusque at times, time and patience spent befriending a knight of Jhelom will seldom be for nought.

1. Naughty Nomaan's

Flaming Oil	5
Mace	50
Morning Star	60
Throwing Axe	3
Spiked Helm	150
Spiked Shield	120
Spiked Collar	240

2. The Sword and Keg

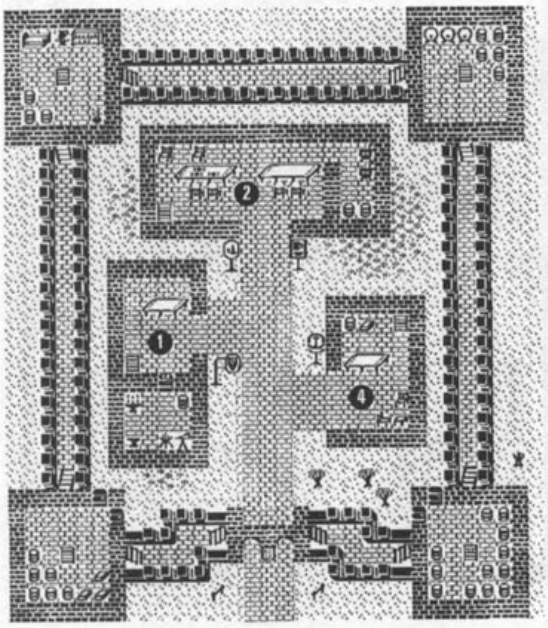
Mutton	5
Rations	20
Ale	1

3. The Warrior's Stead

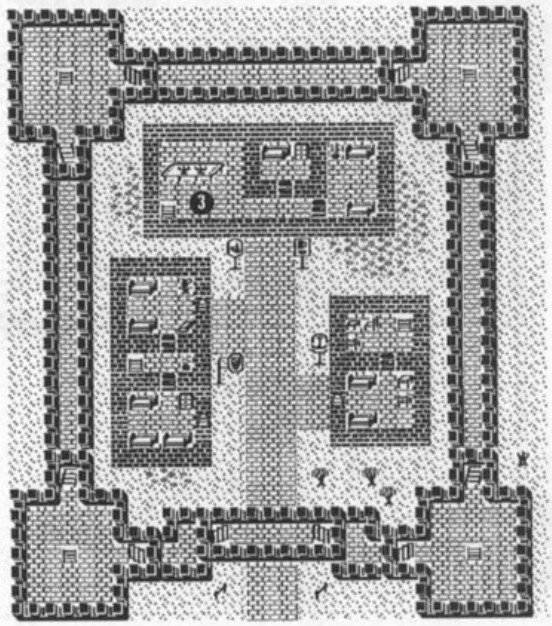
Nightly fare: 3 gp for each guest;
4 rooms available for lodging

4. Island Shipwrights

Frigate	600
Skiff	200



Level 1



Level 2

Minoc

Latitude B′ E″ Longitude J′ P″

The towne of Minoc was founded by the tinkers and craftsmen of ages past on the shores of Lost Hope Bay, near Britannia's central northern coast. Upon the wild, inhospitable crags of ocean-swept rock did a people strong of heart grow and flourish, and the townsfolk of Minoc became known throughout the Realm for their selfless and willing sacrifice. 'Tis a tribute to their unflagging generosity that, even in these times of brutal oppression, none in need are ever turned away from the Healers' Mission, and the world's gold is never asked for the spirit's healing.

1. Darkwatch Armoury

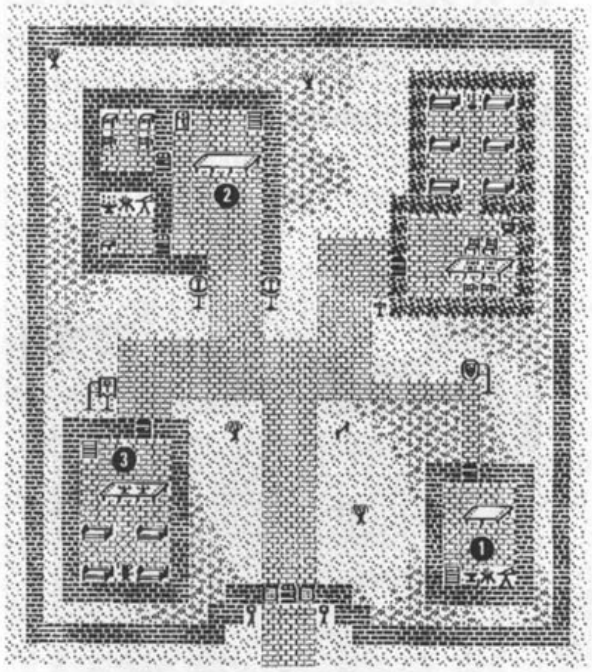
Iron Helm	120
Small Shield	40
Ring Mail	100
Short Sword	40
Mace	50
Two-Handed Hammer	85

2. The Crow's Nest

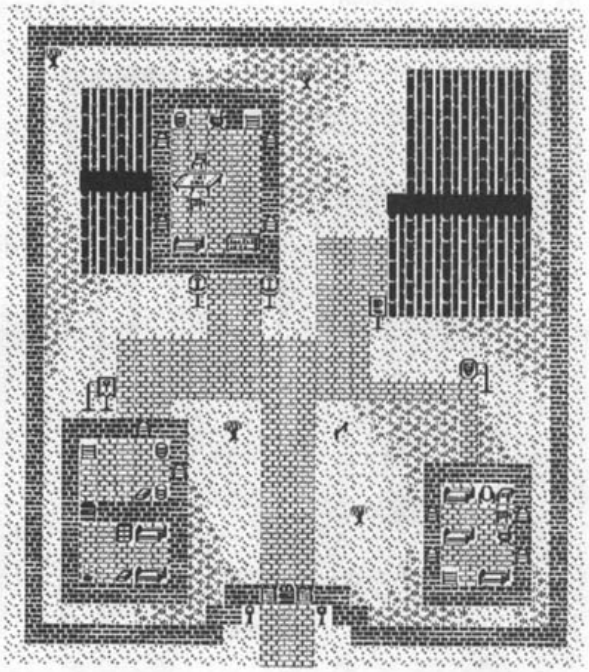
Frigate	753
Skiff	175

3. The Healers' Mission

Healing	Charity
Curing	Charity
Resurrection	200



Level 1

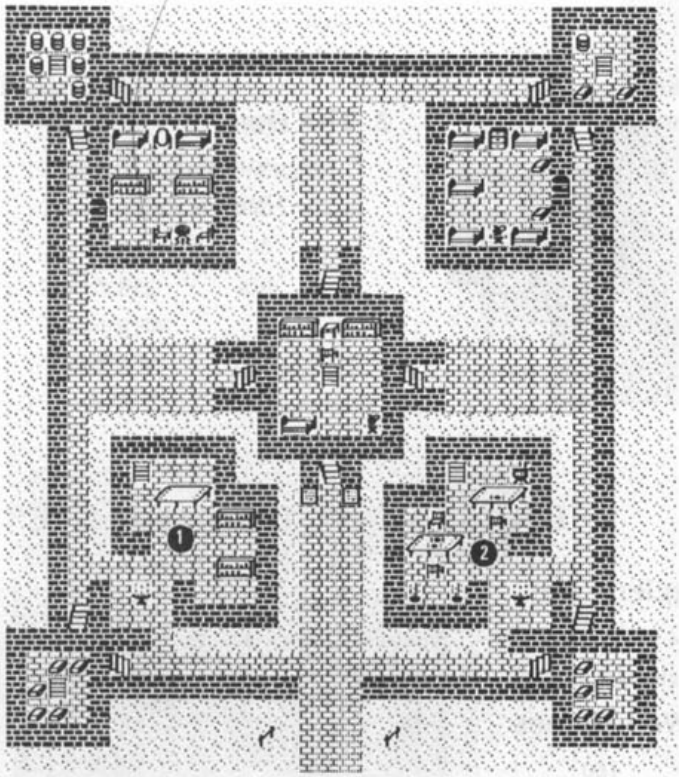


Level 2

Moonglow Latitude I' H" Longitude O' I"

Often can great masters of the mystic arts be found within the marble walls of this fair towne, nestled in the southern forests of Verity Isle. Moonglow is one of the most beautiful cities in the kingdom, and its citizens are known for their philosophy and practice of the Virtue Honesty. A pleasant half-day's journey on horseback will bring one to the gates of the Lycaeum, where Britannia's scholars spend their days in pursuit of Truth's enlightenment.

Moonglow's pub, The Honest Meal, is not a particularly renowned one, but a frequent patron known as Lord Stuart the Hungry may offer thee some diverting insights into the finer points of culinary magic.



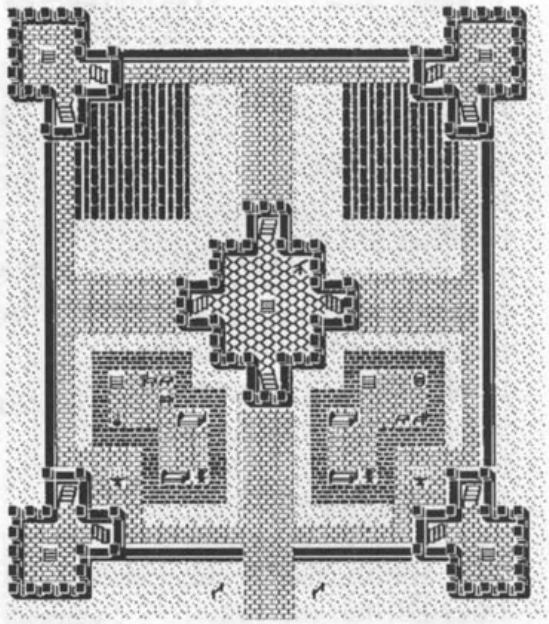
Level 1

1. The Herbalist

Ginseng	2
Garlic	3
Spider Silk	3
Nightshade	12
Mandrake Root	13

2. The Honest Meal

Mutton	3
Rations	10
Ale	1

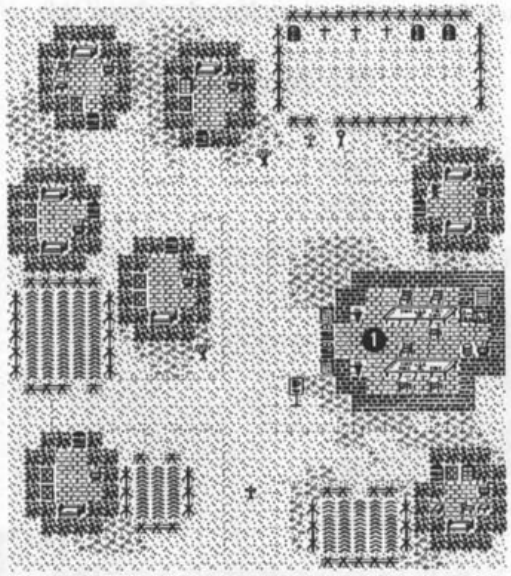


Level 2

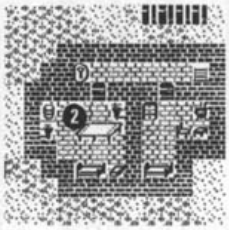
New Magincia

Latitude K′ J″ Longitude L′ L″

The tales of the insufferable pride of Old Magincia's citizens, and the ineffable destruction cast down upon them for their pride's sake, must never be allowed to slip from our minds. Ages have passed since daemons laid waste to the fair city, leaving nought but smoking rubble and unliving souls in their wake, but only in recent years has the remote island colony been repopulated. Now, New Magincia has sprung up from the ancient and desolate ruins, built by a simple, unassuming people who know and treasure the innate value of all living things.



Level 1



Level 2

1. The Humble Palate

Stout	1
Fruit	2
Provisions	30

2. The Den

(upstairs, through fireplace in the Humble Palate)

Key	30
Gem	255
Torch	12

Paws

Latitude J′ B″ Longitude G′ C″

Just off the Western Road, almost midway between Britain and Trinsic, lies the village of Paws. Nestled on a cove north of the Fens of the Dead, Paws is a frequent stop for travellers in need of a rest or who wish for a change of horses. Lodging is cheap here, and the Cat's Lair Tavern dishes out some of the finest mutton in the kingdom.

1. The Smugglers' Inn

Nightly fare: 2 gp for each guest

2 rooms available for lodging

2. Wishing Well Horses

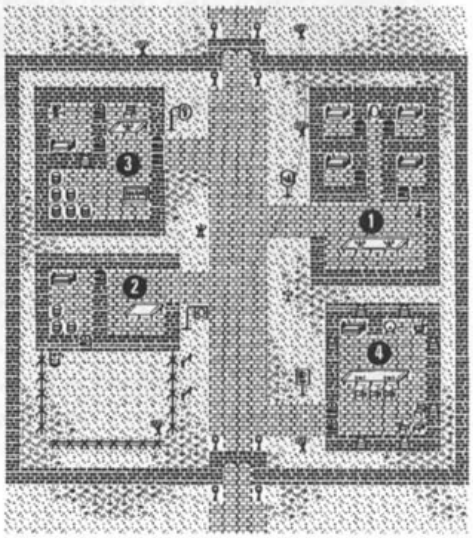
Steed	160

3. The Guild

Key	40
Gem	200
Torch	11

4. The Cat's Lair

Mutton	3
Ale	1
Rations	20

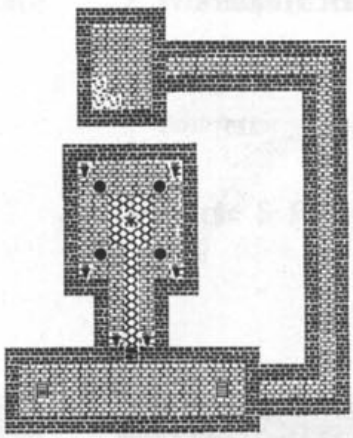


Serpent's Hold

Latitude P′ B″ Longitude J′ C″

The Knight's Order of the Silver Serpent, a chivalric organization comprising the flower of Britannian knighthood, is headquartered in the great Serpent's Hold castle on the Isle of Deeds. In this grand fortification are a prison, forge, gymnasium, barracks and training field. Many valiant warriors sojourn here to hone their skills and share their battle lore. Lord Malone, the castellan of Serpent's Hold, is a man known for his courage and devotion to the Crown.

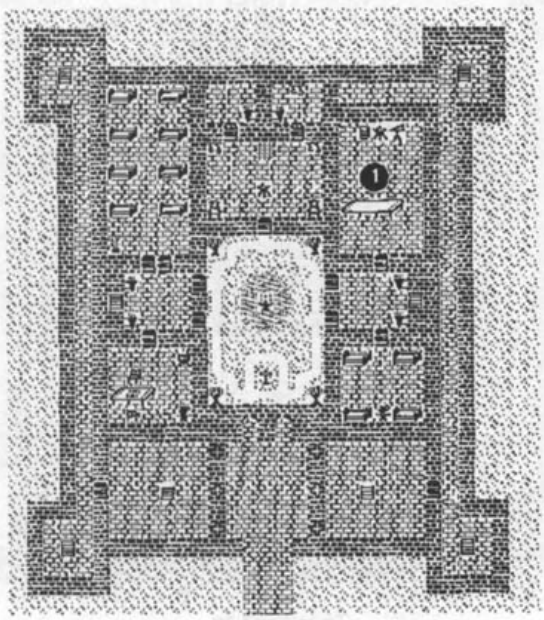
The Eternal Flame of Courage burns in a secluded basement chamber, monument to the brave acts of the Order's knights through the ages. Its valiant keepers are strong in the Virtue of Sacrifice, since they almost always suffer chronic carbon monoxide poisoning due to lack of proper ventilation.



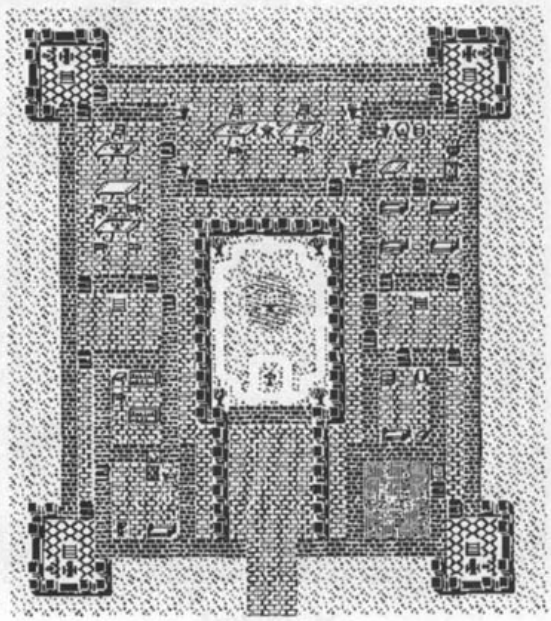
Basement

1. Siege Crafters

Chain Coif	50
Chain	300
Crossbow	150
Quarrel	15
Halberd	250
Throwing Axe	3
Morning Star	600



Level 1



Level 2

Skara Brae — Latitude I′ A″ Longitude B′ G″

On a western isle just off the coast of Spiritwood lies the quiet retreat of Skara Brae. Long known as a home for the Rangers of Britannia, a private people who strive to better the lives of others through a deep understanding of Spirituality, Skara Brae is a rustic shire of streams and forests with a few shoppes and dwellings unobtrusively scattered about. Those sick or wounded folk who seek aid at the Spirit Healers of Skara Brae may find refuge from their pain there, irrespective of their personal wealth.

1. The Spirit Healers

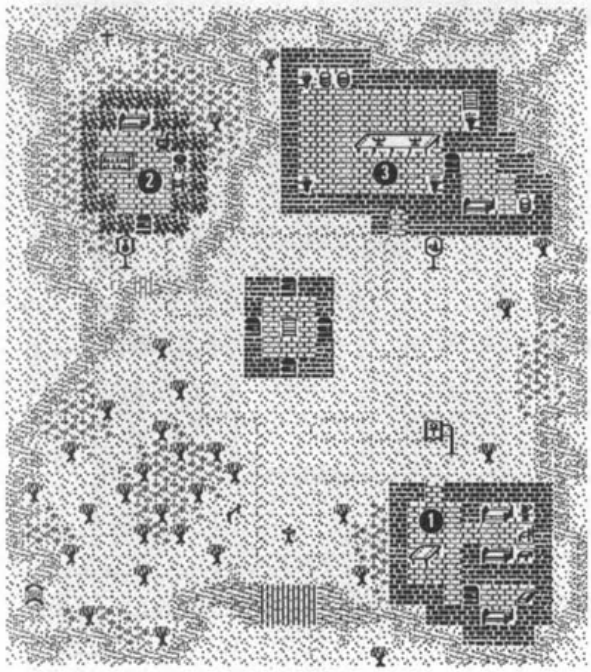
Healing	45
Curing	30
Resurrection	225

2. The Alchemist

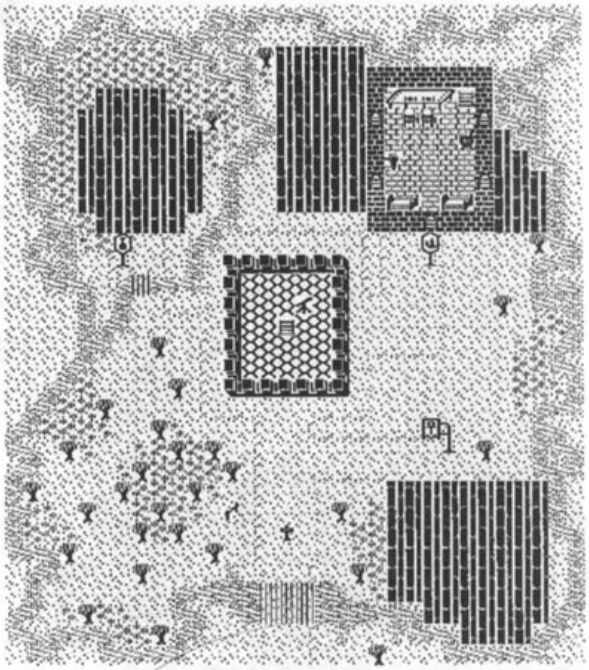
Sulphurous Ash	1
Ginseng	2
Blood Moss	5
Black Pearl	3

3. The Haunting Inn

Nightly fare: 2 gp for each guest;
3 rooms available for lodging



Level 1



Level 2

Trinsic

Latitude L′ I″ Longitude G′ K″

The Western Road begins amongst the cities and villages of Britanny Bay and comes to its end far to the south on the Great Sea's coast. It is here that the magnificent walled city of Trinsic proudly stands facing the sea, a glorious challenge to those who would bring dishonour to the Kingdom. A visitor to Trinsic will likely find a city where enduring friendships are readily made, and where lagging faith in the ultimate triumph of honour and truth will be bountifully restored.

1. The Paladin's Protectorate

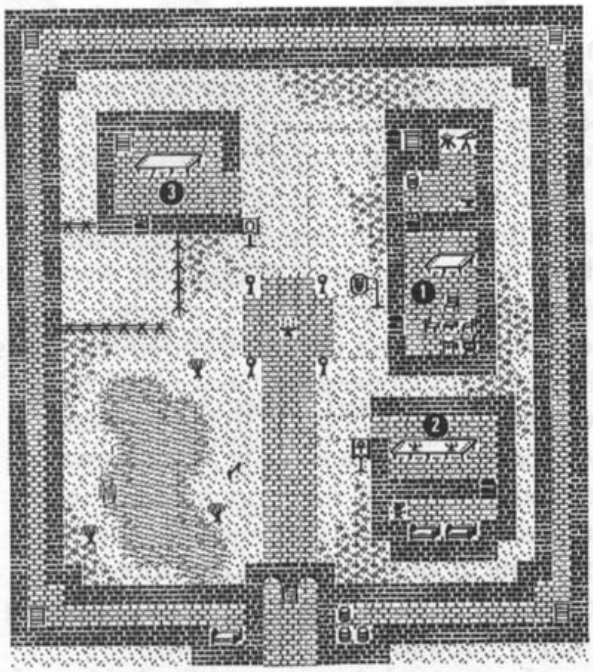
Two-Handed Axe	150
Two-Handed Sword	200
Halberd	250
Iron Helm	120
Large Shield	70
Scale	150
Plate	700

2. Wounds of Honour

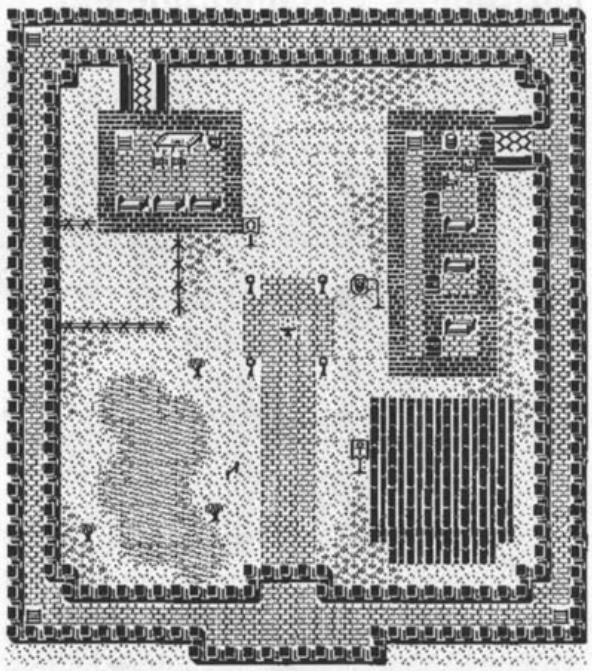
Healing	40
Curing	25
Resurrection	215

3. Horse & Rider

Steed	100



Level 1

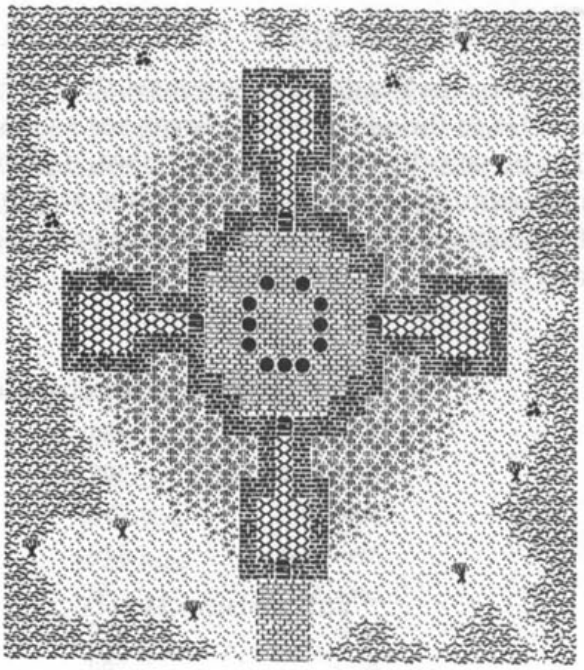


Level 2

Stonegate

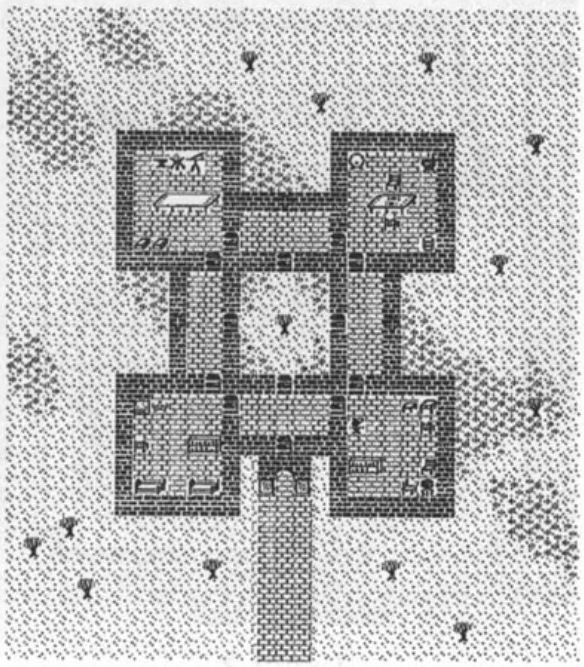
Latitude E′ K″ Longitude J′ E″

This stronghold of unutterable evil casts its shadow upon the mountains of the eastern Serpent's Spine, and is approachable only by crossing the trackless mountains south of Lost Hope Bay. It is the temporal abode of the Shadowlords. 'Tis rumoured that the Sceptre of Lord British rests in Stonegate, and that those who seek to steal it from its thieves must be willing to die for their treasure, for such is the lot of all who have tried. Answer Well the Guardian's riddle, if thou wilst, but watch thy step afterwards, lest ye fall so far that none may reach thee.



Windemere

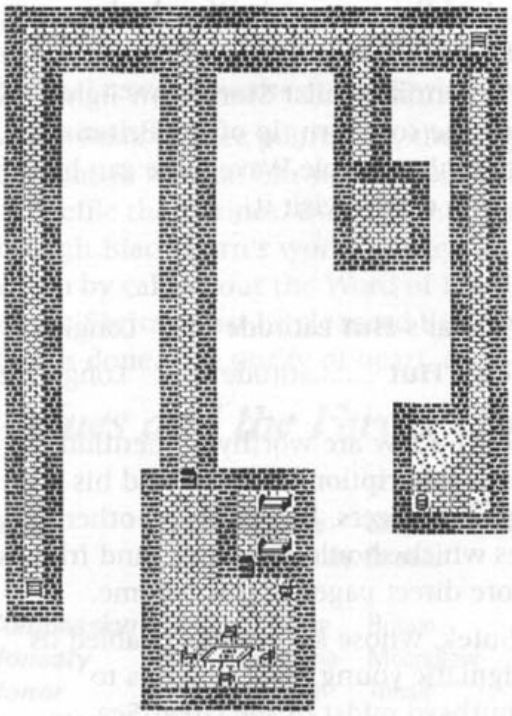
Latitude A′ I″ Longitude P′ I″



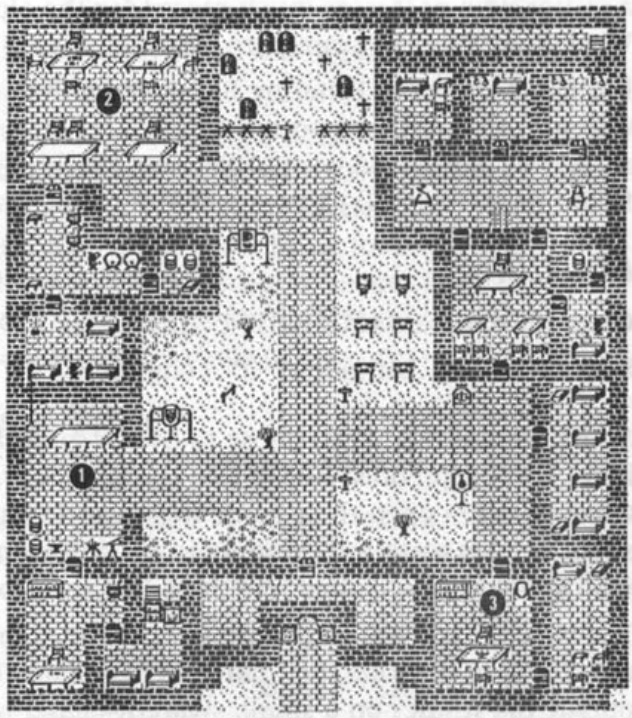
It has oft been said that Evil seeks to serve its own. When Lord Blackthorn came to power, espousing the demented self-servitude of enforced virtue, many who held no interests but their own at heart flocked to his side. Among them was the dark sorceress Elistaria and her mercenary cohort Thrud. Vile were their works, and together these devoted prodigies of Evil rose quickly through the ranks of Blackthorn's Oppression. So well did they serve the Dark King's cause that they were rewarded with a private castle of their own … in exchange for their souls, some might say. Grim decisions and false friendships may have to be made by one who gains entrance to Windemere, so enter not with plans of keeping the upper hand in all confrontations. Remember instead the true and final object of thy Quest, and thou shalt not go wrong.

Yew Latitude C′ L″ Longitude D′ K″

Anyone who has been apprehended in a tavern brawl, indulged in one too many cups of ale, failed to pay tribute to the new King, or otherwise offended one of Blackthorn's henchmen, is undoubtedly familiar with this once-fair city's prison. Yew is a city in bondage to Blackthorn's will, a place where justice is no longer served with the august integrity that once governed the decisions of the Druidic court. But abandon not all hope for this towne, for the true goodness of Yew's people lies just beneath the surface ... seek it there, and ye shall find it.



Basement



Level 1

1. Arms of Justice

Leather Helm	15
Cloth	20
Leather	50
Club	5
Spear	7
Silver Sword	250
Magic Axe	1000

2. The Slaughtered Lamb

Rum	1
Wild Boar	3

3. Healers' Herbs

Sulphurous Ash	1
Ginseng	2
Garlic	2
Spider Silk	4
Blood Moss	5

Lighthouses

Fogsbane Latitude H' I" Longitude F' I"
Grayhaven ..Latitude N' I" Longitude G' I"
Stormcrow Latitude B' I" Longitude J' I"
Waveguide ..Latitude H' I" Longitude N' I"

Of these lonely dwellings on the sea there are four, called Fogsbane, Stormcrow, Greyhaven and Waveguide. The former two were built by Jotham and Windmire, retired sailors who chose to dedicate the rest of their lives to making sea travel safer and more pleasant for others.

The folk who dwell in Greyhaven are strict followers of Blackthorn's rule, though they have a visitor who possesses much regard for the old ways. And the man and wife who keep Waveguide's light burning are not at all kindly disposed toward strangers.

Fogsbane shines in Britanny Bay, just south of Castle Britannia, whilst Stormcrow lights the way into the northern port of Minoc. Greyhaven lies off the southern tip of the Britannian mainland, north and west of Serpent's Hold. Finally, the inhospitable Waveguide can be found on a tiny atoll just west of Verity Isle, for those who care to visit it.

Dwellings

Grendel's Hut.....Latitude F' L" Longitude J'J"
Iolo's Hut Latitude D' O" Longitude C' N"
Sin'Vraal's Hut Latitude D' L" Longitude M' J"
Sutek's Hut Latitude N'A" Longitude C'N"

Many are the folk who choose to live in solitude, but only a few are worthy of mention here. The Deep Forest hut of Iolo the Bard scarcely needs description, since he and his wife Gwenno often open their home to lost and wandering adventurers. But there are other small abodes scattered throughout the kingdom-places which should be visited, and friends who should be consulted 'ere thou dost turn to the more direct pages of this volume.

The wise Seeker will be certain to visit the archmage Sutek, whose knowledge enabled us elsewhere to describe the Shards of Mondain. This enigmatic young mage chooses to pursue his studies on a small, swampy island in the southern midst of the Great Sea.

A very different sort of character will be found on the southern reaches of the Drylands. The one called Sin'Vraal spins a most inspiring story, though he presents a fearsome countenance. Listen to him, and know that so long as hope lives, even so does our King.

Another practitioner of the mystic arts is the mage Grendel. Venture through the swamplands of south central Britannia to find his hut. And offer whatever sympathy thou canst, for a spell of subtle power lies at the root of his dilemma.

One day, not long ago, a furious maelstrom sprung up from nowhere to swallow Captain Johne's ship, dragging captain and crew into the lightless void beneath the waves. 'Twas a shipwreck far more grievous than thou art thinking, for upon that day was Britannia's fate truly sealed. Still the captain lives, though the same cannot be said of his erstwhile crew, and thou couldst do well to follow his perilous course into the pages of history.

Risen Codex and Shrines of Virtue

The story of how the Codex of Ultimate Wisdom was magically raised from the Great Stygian Abyss and enshrined upon the Isle of the Avatar is nothing less than a modem-day saga. In the Book of Lore can be found this tale, along with a good deal of knowledge regarding the mystic Shrines of Virtue.

After sincere meditation at a Shrine, a sacred Quest may be given by that Shrine's altar. The Quests are searches for the innermost secrets of Virtue, and a pilgrimage to the Shrine of the Codex will teach those secrets to those who truly thirst for the knowledge. Indeed, the Shrine of the Codex may be entered and the sacred book viewed only by a Seeker who has been ordained by meditation in a Mystic Shrine of Virtue. Upon leaving the Codex, a great spiritual reward awaits at the Shrine that gave the Quest.

As the Book of Lore points out, the only requirement for visiting a Shrine is knowledge of the Mantra for that Shrine's Virtue. The forces of Evil are continually striving to desecrate and defile the Shrines, though, and it may be that some will become hideously ruined through Blackthorn's work. In such an instance, the Avatar must bring forth the Evil from within by calling out the Word of Power which opposes that Shrine's Virtue. Then the Mystic Shrine must be cleansed by diligent meditation on the Shrine's Mantra and Virtue. If all is done with purity of heart, the Shrine will be made whole once more.

Virtues and the Forces Opposing Them

Virtue	*Mantra*	*Mantra known by*	*Shrine is near*	*Shrine coordinates*	*Word of Power*	*Opens Dungeon*	*Word known by*	*City*
Compassion	MU	Greyson	Britain	F' M" I' A"	VILIS	Despise	Annon	Britain
Honesty	AHM	Maliforia	Moonglow	P' A" O' P"	FALLAX	Deceit	Maliforia	Moonglow
Honor	SUMM	Gruman	Trinsic	M' P" F' B"	INFAMA	Shame	Sindar	Trinsic
Humility	LUM	Wartow	New Magincia	N' I" O' H"	VERAMOCOR	Doom	Codex	Codex Shrine
Justice	BEH	Chamfort	Yew	A' L" E' J"	MALUM	Wrong	Felespar	Yew
Sacrifice	CAH	Rew	Minoc	C' N" M' N"	AVIDUS	Covetous	Fiona	Minoc
Spirituality	OM	Kindor	Skara Brae	see note	IGNAVUS	Hythloth	Hassad	Blackthorn's Castle
Valor	RA	Thorne	Jhelom	O' F" C' E"	INOPIA	Destard	Goeth	Jhelom

Spirituality. Hidden cleverly from Evil is this most Mystic of Shrines. Seek the wise counsel of the Lycaeum's Lady Janell to aid thy search for the Shrine.

Forbidden Places of Darkness

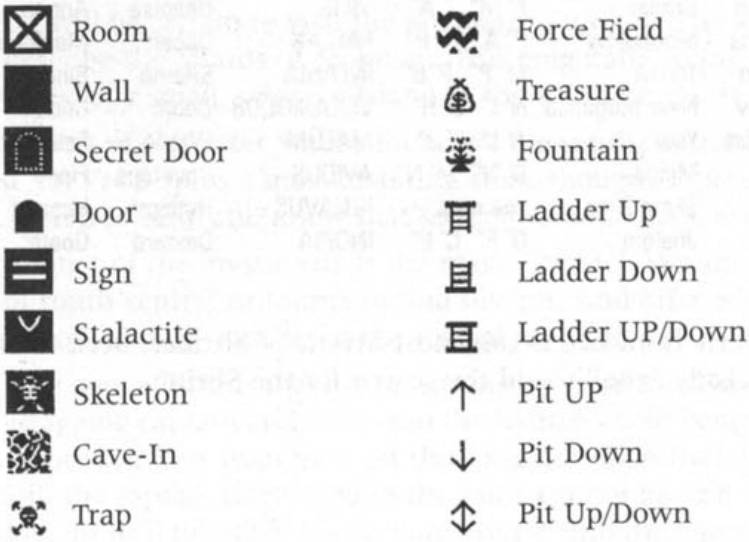
There are many underground labyrinths to be found in the remote parts of the Realm, some naturally formed by the ageless alliance of water and time, others made by human beings for the mining of riches or the confinement of souls.

The lightless caverns that underlay the major Britannian mountain ranges tend to take the form of natural mazes of staggering proportions. In their own dark way, the stalactite-filled caverns instill an insatiable fascination in their explorers. And many have found their Doom thereby, for the caves are inhabited by immense, silent creatures who dread the light and hate all who bear it.

In much the same way, the disused mineshafts that pepper the land are filled with such monstrosities as rabid man-sized rats and shades of trapped miners. Also man-made are the great prisons Wrong, Covetous and Deceit, vast dungeons which were carved by slaves in ancient times from solid rock. Oftentimes, a prisoner would be chained to the dungeon walls and left to scream out a hopeless, starving existence. Such barbaric abominations were quickly brought to an end when Lord British assumed the throne of Britannia. However, the accursed dungeons still scar the landscape, abandoned but by no means empty.

In an effort to keep their evil from spilling out into our land, each of the dungeons, mines and caverns has been sealed in stone by the use of powerful magic. It is known that the Avatar must venture through many of the labyrinths to reach diverse areas of the Underworld, so the seven Words of Power which must be Yelled to gain entrance to them are given here, along with dearly bought maps and guides to each of these mazes.

Key to Dungeon Maps



Covetous

Latitude B′ L″ Longitude J′ M″

Word of Power: AVIDUS

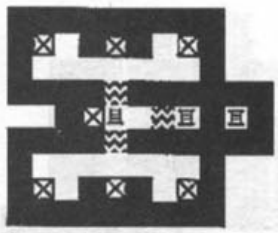
On a rocky eastern shore of Lost Hope Bay, reachable only by sea, the dungeon Covetous was hewn in bygone times as a royal crypt for the rulers of the distant province that is now Minoc.



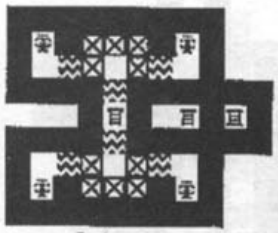
Level 1



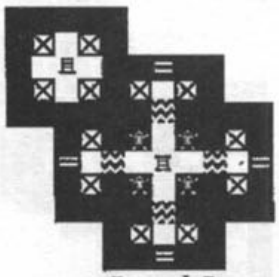
Level 2



Level 3



Level 4



Level 5



Level 6



Level 7

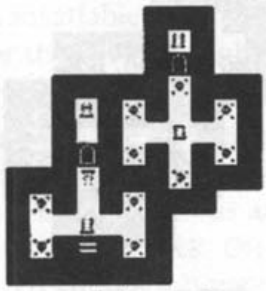


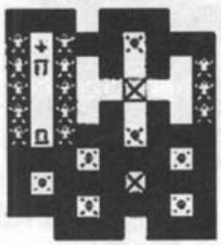
Level 8

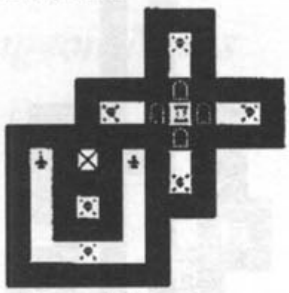
Deceit — Latitude E′ J″ Longitude P′ A″

Word of Power: FALLAX

Deadly traps and bottomless pits are among the furnishings of this terrible prison. 'Tis said that the lower reaches are filled with sulphurous fumes and bathed in the mephitic light of dragon breath, making Deceit a storinghouse of untold, unreachable treasures. Seek it on a barren outcropping in the Great Sea, just east of Dagger Isle.


Level 1


Level 2


Level 3


Level 4


Level 5


Level 6


Level 7

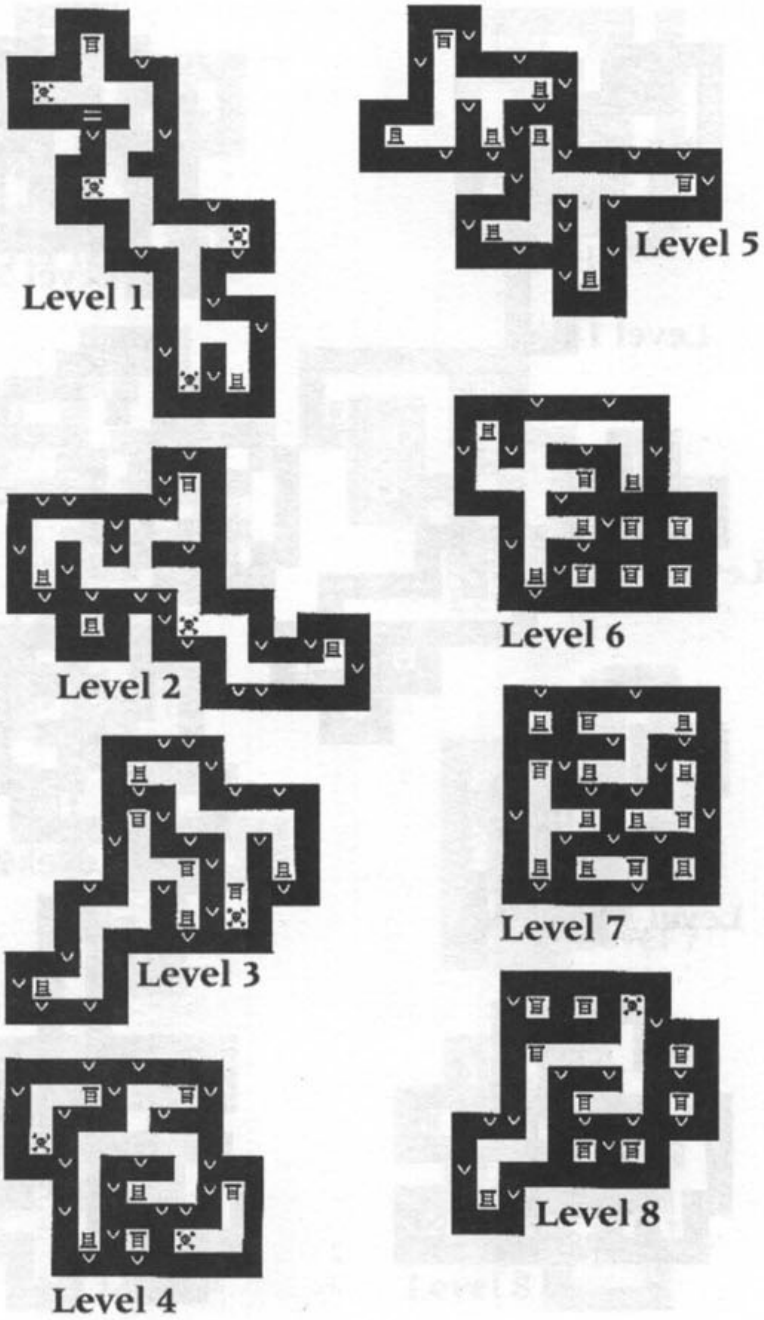

Level 8

Despise

Latitude E′ D″ Longitude F′ L″

Word of Power: VILIS

The cavern Despise is a featureless maze of twisty passages and dizzying corridors. Its entrance lies among the mist-shrouded mountains of the central Serpent's Spine.

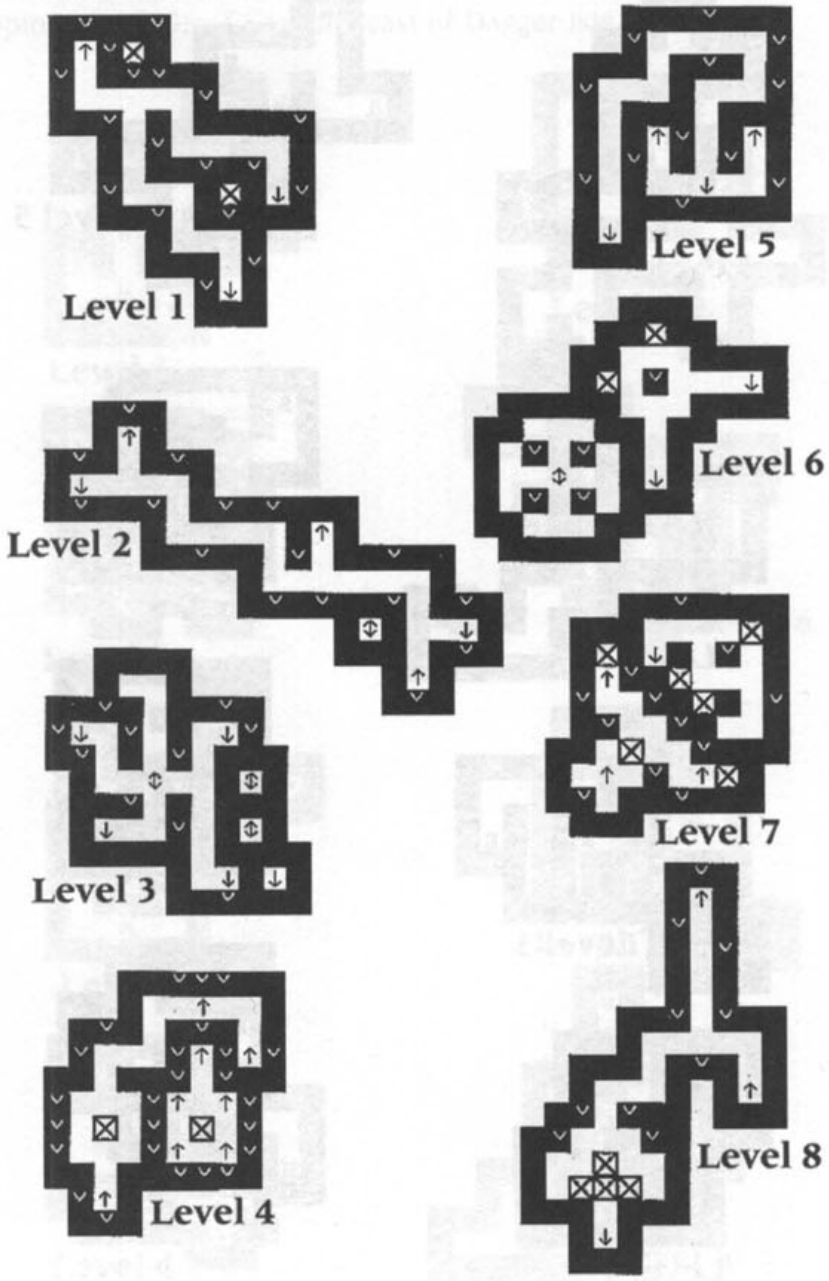


Destard

Latitude K′ I″ Longitude E′ I″

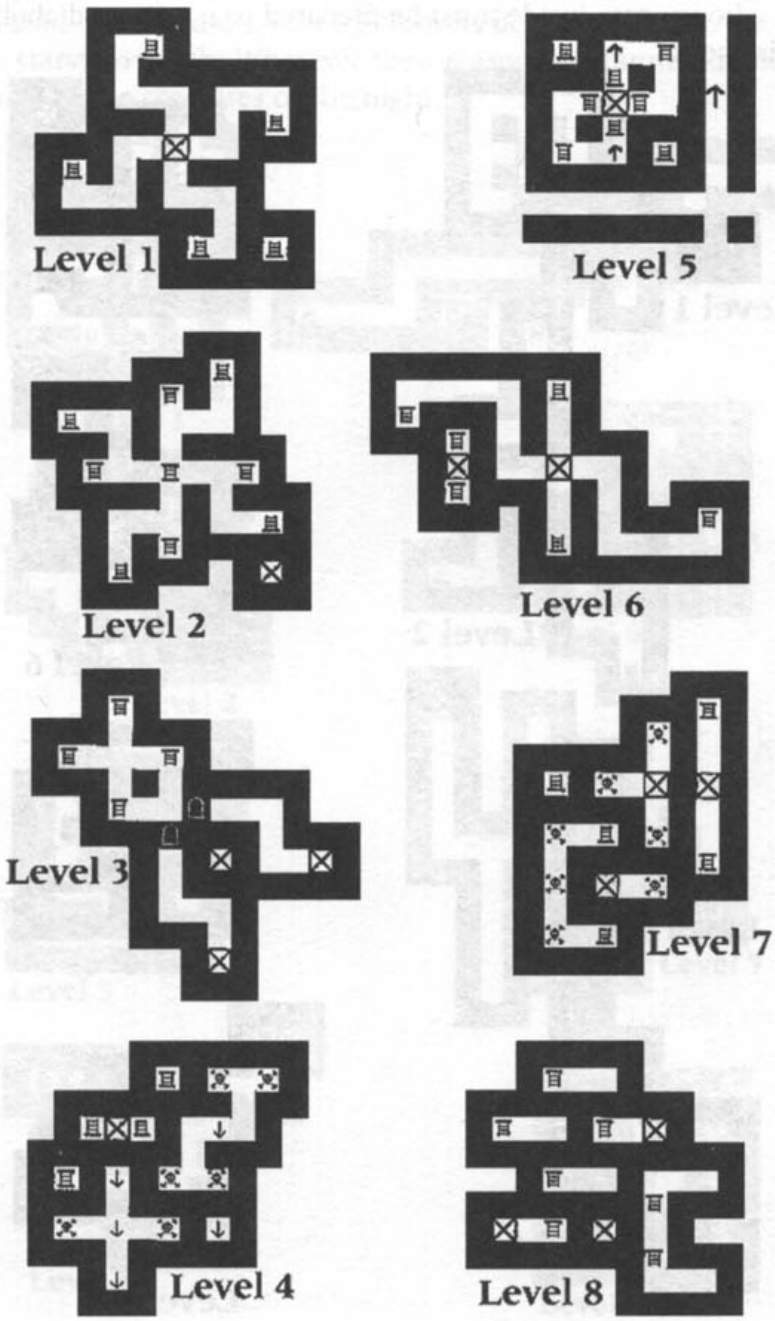
Word of Power: INOPIA

Far to the west of the Fens of the Dead, along the untamed coast of southwest Britannia, the cavern called Destard is a dank haven for savage tribes of orcs, trolls, and the like.



Doom

Word of Power: VERAMOCOR

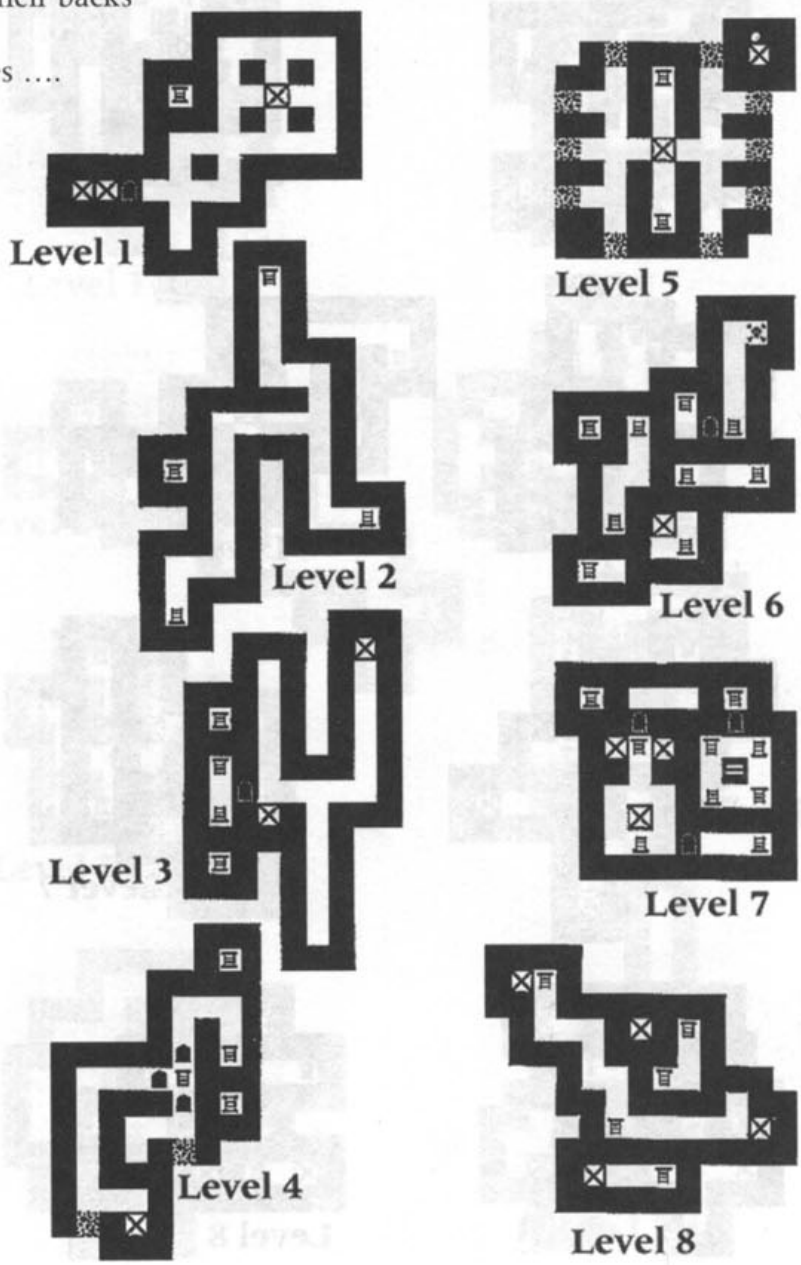


Hythloth

Latitude P′ A″ Longitude O′ P″

Word of Power: IGNAVUS

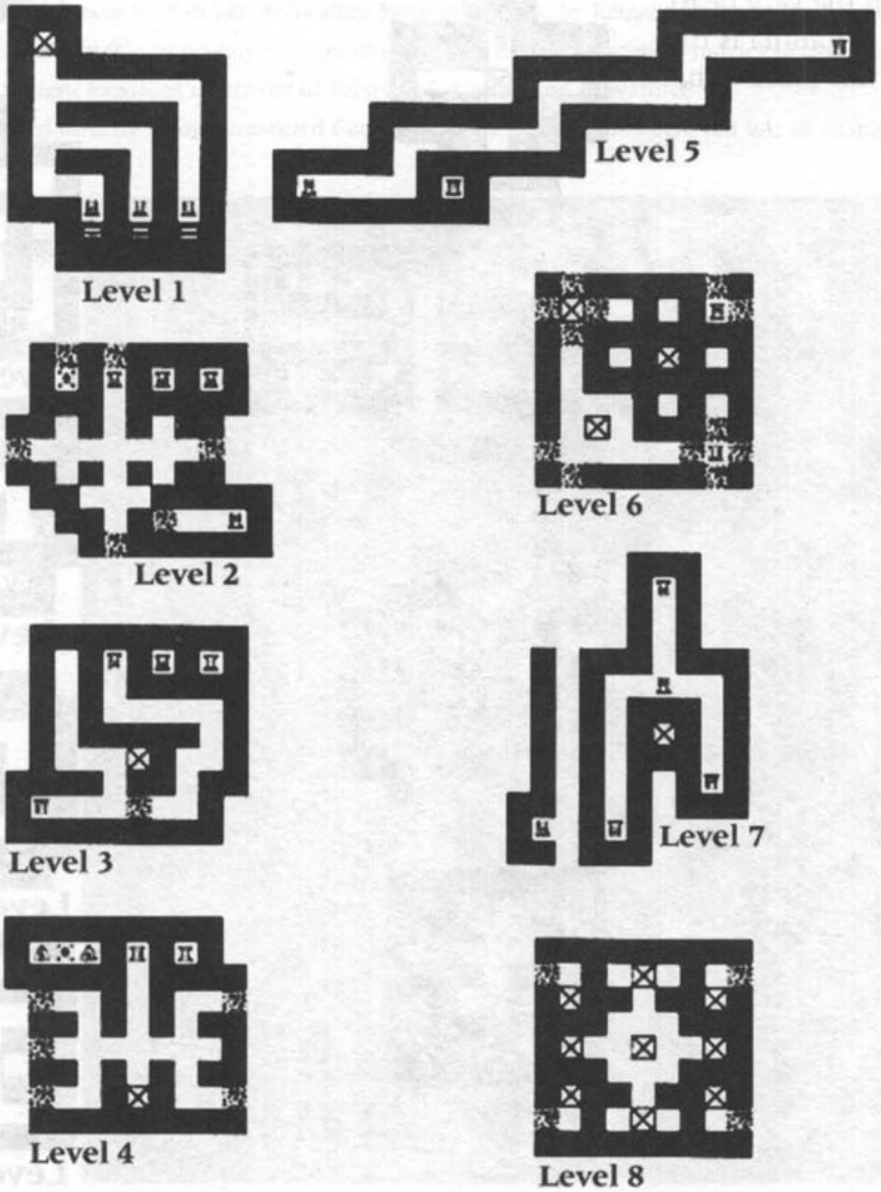
A chilling stronghold of danger, Hythloth is situated on the Isle of the Avatar's distant southern shores. Among its denizens are such nightmarish creatures as daemons, ghosts and dragons. Those who venture inside must be prepared to negotiate diabolical mazes while watching their backs for attacks from unexpected places



Shame Latitude G′ G″ Longitude D′ K″

Word of Power: INFAMA

Some say the Mine known as Shame was closed because of the Lost River's frequent flooding of its upper levels, but others spin fanciful stories about strange, tiny elf-like beings in green suits who would scurry up from its depths and pilfer the miners' supplies, leaving them to starve to death. Whatever their reasons, Britannian miners long ago abandoned Shame to the creatures of the night.

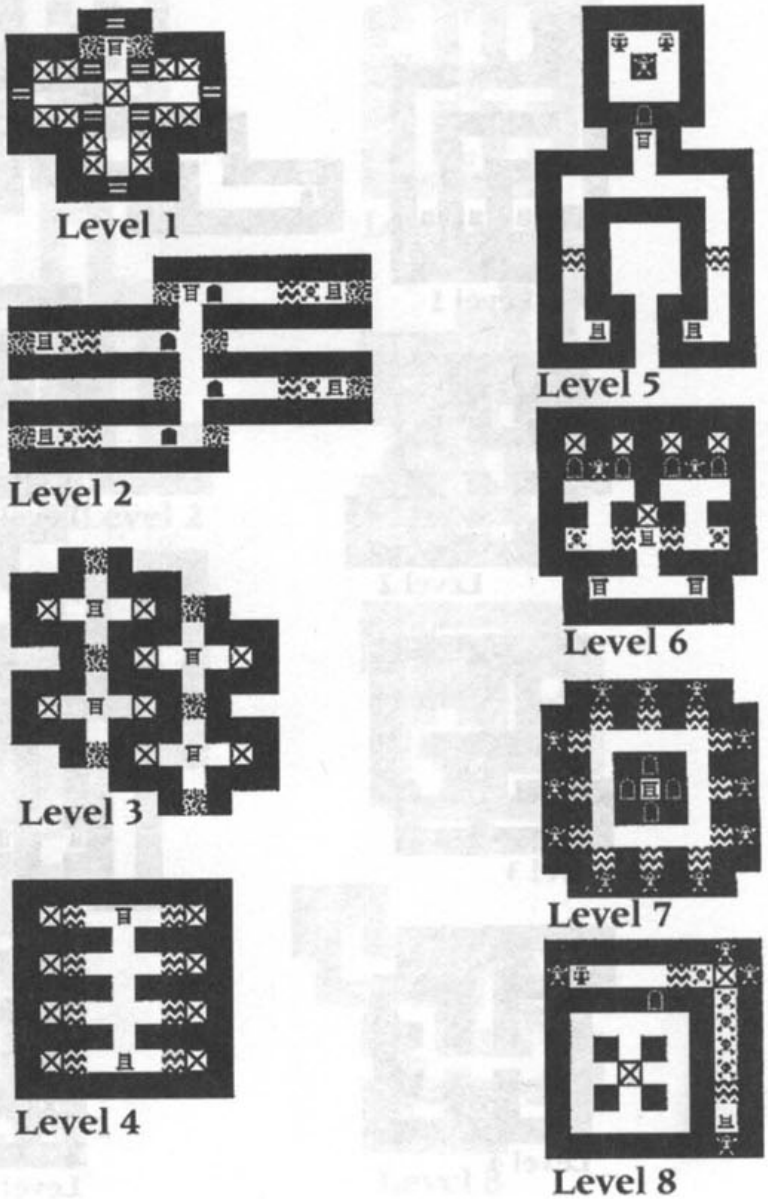


Wrong

Latitude B′ E″ Longitude H′ O″

Word of Power: MALUM

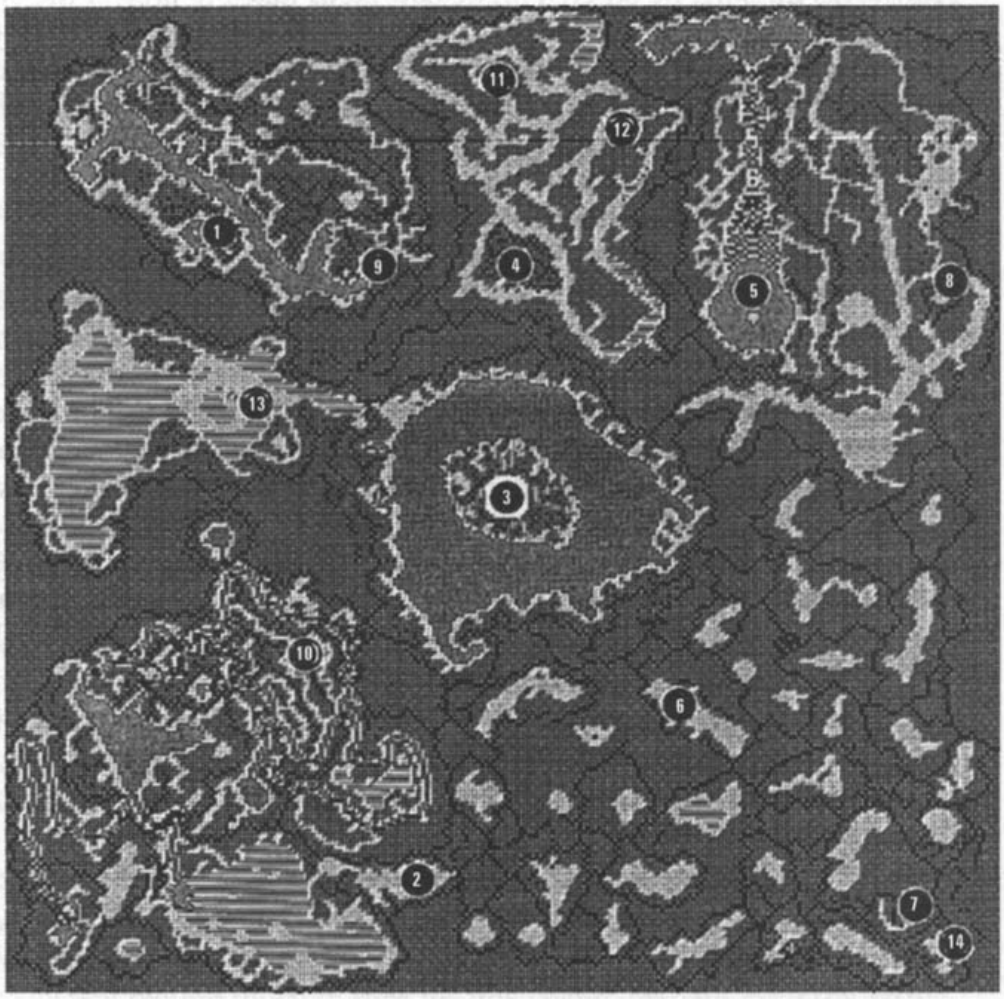
Once the most feared of prisons, the dungeon Wrong is an underground fortress whose cells are haunted by unliving remnants of those who died there. Orcs now cache their victims' treasures in the same chambers where soldiers of ancient kings stood watch over the torture of prisoners, and underground rivers turn the prison's oubliettes into breeding grounds for things better left unnamed. In the very heart of northern Britannia is the entrance to this place of hate and ruin.



The Underworld

This work was born from the endeavors of several master augurs, whose names must needs be concealed from Blackthorn's eyes at any cost. Their steadfast efforts at such a monstrous task were inspiring, and I, Shalineth, do acknowledge a great debt to them.

1) Ararat — ruins of Captain Johne's beached frigate
2) Battlefield — site of massacre of Royal Exploratory Party as reported by Remoh, Scribe to his Majesty Lord British
3) Dark place — augers unable to perceive surrounding terrain due to interfering magics of uncertain nature
4, 5, 6) Apparent present locations of Shards of Falsehood, Hatred and Cowardice
7) Lava pit — situated directly below enshrined Codex, Avatar's Mystic Arms believed lost in vicinity
8) Dungeon Deceit
9) Dungeon Despise
10) Dungeon Destard
11) Dungeon Wrong
12) Dungeon Covetous
13) Dungeon Shame
14) Dungeon Hythloth



Artifacts of the Realm

Amulet of Lord British. The knight Shaana, the only survivor of Lord British's Underworld expedition, reports that His Majesty laid his silver Amulet among the graves of his fallen warriors just before being attacked and kidnapped himself. Though traditional folklore ascribes no special power to the serpentine talisman, a few believe that it can guide one's path through certain kinds of magical darkness, showing the way where mortal eyes cannot.

Crown of Lord British. His Majesty's Crown was seized by Lord Blackthorn almost as soon as news of the Underworld disaster reached Britannia. Some claim that it lies in the highest tower of Blackthorn's palace, guarded by fearsome stone monsters. The Crown is enchanted to protect its wearer from any and all foes who rely upon magic to kill and destroy.

Sceptre of Lord British. When the Royal Jester Chuckles discovered that His Majesty's Crown was missing, he ordered immediate steps taken to protect the only remaining Crown Jewel. He dispatched an emissary to carry the fabulous golden Sceptre to Lord Malone of Serpent's Hold, knowing that there it would be safe. Along the way, the unfortunate emissary was waylaid by a Shadowlord, who relieved him of his treasure and immediately departed, leaving the shaken knight completely unharmed. Rumours now abound that the Sceptre, a relic of unimaginable power that can cut a path through any magical or ethereal barriers, is held in Stonegate, the earthly keep of the Shadowlords.

Shards of Mondain's Gem. Of these evil relics of the First Age of Darkness there are three: the Shards of Falsehood, Hatred and Cowardice. The remnants of Mondain's jewel lay in the place we call the Underworld until a shipwrecked wizard (whose tale appears elsewhere in this work; witness the story of Captain Johne in the Settlements chapter) unthinkingly loosed the Shadowlords from their glowing hearts. It is believed that, even as the Shadowlords were born of the Shards, so must their dooms be wrought therewith. The Lords of Falsehood (called Faulinei), Hatred (called Astaroth) and Cowardice (called Nosfentor) are known to oppose the Principles of Truth, Love and Courage, respectively. Knowing this, and understanding that the castles called the Lycaeum, Empath Abbey and Serpent's Hold were each built upon one of these Principles, and thus are the places most baneful to the Shadowlords, the means by which the Shadowlords might be truly and permanently vanquished might well become apparent.

Glass Swords. It is known that blades of purest crystal may be found in the mountains of the Serpent's Spine. Such was the magic in their forging that they will not fail to strike any foe, and no mortal being will survive their wrath. Then will the Sword shatter into a thousand harmless shards, never to fight for its wielder again.

Plans of the H.M.S. *Cape*. Once thought lost, these antiquated plans describing a means by which a ship may be rigged to travel twice as fast as any other in its class have recently been found buried in the archives of the Oaken Oar Shipwrights of East Britanny.

Mystic Arms. These suits and blades of unmatched magical quality were left behind after the Avatar's final battle in the Great Stygian Abyss, in the Underworld area directly beneath the enshrined Codex of Ultimate Wisdom. The augurs say that in the place of Lord British's confinement, no other armour can protect the one who seeks to free him.

Spyglass. Normally used by sailors as a navigational aid, it is possible to study the planets and brighter stars with even a small spyglass. Although seldom found for sale in Britannia's shoppes, Lord Seggallion of Farthing is known to have a particularly fine instrument and little need of it. See **Auguries of the Skies** (p. 111) for more information on astronomy.

Magic Carpet. The carpet is excellent for travel over swamps, calm waters and elsewhere when ground travel is impeded or imperiled. Since it flies only a handspan from the ground, it cannot be used to pass over mountains, walls or any sort of high obstruction. Rapid waters will soak it, subjecting its riders to freezing spray and possible drowning. Though it has passed through many hands, the carpet is now kept in Lord British's private castle chamber.

Grapple. Invaluable in mountains, a grappling hook can be obtained from Lord Michael of Empath Abbey. Note that a grapple does not necessarily make mountaineering safe.

Sextant. The sextant is vital for navigation on the open seas. However, many important places on land as well are referred to in maps and guides by latitude and longitude, making the sextant a standard item of equipment for any serious traveller. David, of the lighthouse Greyhaven, might be persuaded to part with his instrument for a worthy enough cause.

Skull Keys. These peculiar keys were recently invented by Shenstone, a smith of Minoc. By a little-known principle of magical absorption, a skull key can reliably open any magically locked door, though it will become useless after one use. If one closely observes the smith, it might be possible to discover where he keeps those few skull keys he fashions.

Jeweled Arms. Why would anyone forge a shining sword that can do no damage and a suit of fine plate armour transparent to a foe's blade? Seek the answers if thou wilst, but beware of any gifts offered to thee by Thrud of Windemere, Servant of Blackthorn.

Sword of Chaos. Another of the Oppression's playthings of Evil, the Sword of Chaos possesses the soul of the knight who wields it. Once the Sword is brought to bear, its wielder will seek to slaughter all allies in battle. Blows of unmatched strength will be struck until each and every friend suffers a bloody death. The Sword rests in a northeastern chamber of Blackthorn's palace's ground floor, within a box lined with human skin.

Sandalwood Box. One of Lord British's most privy possessions, this small wooden box has belonged to His Majesty since the days before he was King. Those few who have glimpsed it swear that it has neither key nor keyhole. Of its contents none can say. It appears to be most diligently sought-after by members of the Oppression. Sir Kenneth, last seen near the lighthouse Greyhaven, unwittingly holds the knowledge that leads to the Box's location.

Badge of Blackthorn. Elistaria of Windemere will give unto thee a Black Badge which, when worn, will save thee from the scrutiny of Lord Blackthorn's foul palace guards. Be forewarned, though: she will require much of thee for this favour, perhaps even thy Virtue.

Potions and Scrolls

Magic potions and scrolls were created to overcome some of magic's more bothersome limitations, such as the loss of time and energy inherent in conventional spellcasting, the constant need for gruesome, hard-to-find reagents, and the years of diligent training and study necessary before a mage becomes powerful enough to cast spells of any real significance. Now, with the advent of spell scrolls and potions, the common fighters, bards and other mundane adventurers can enjoy the benefits of the mystic arts.

Potions

A potion works its magic on its imbiber instantly and potently. Potions can normally be easily identified by their distinctive colors, as given in the table below. Unfortunately, the art of potion manufacture is a new one and appears to be subject to some degree of uncertainty. Sir Adam the Torch, a renowned East Britanny alchemist, estimates that one out of every fifteen potions of a given color is in reality a useless, possibly poisonous, nostrum. Perhaps even more distressingly, he also maintains that still another of that same fifteen is likely to generate the effects of an entirely different-colored potion altogether.

Potion Color	*Employment*	*Effect*
Black	Combat	Transparence (become invisible)
Blue	Noncombat	Stimulant (awaken)
Green	Anytime	Immunity to death (Note 1)
Orange	Anytime	Sedative (sleep)
Purple	Combat	Polymorphic (turns to rat)
Red	Anytime	Antidotal (cures poison)
White	Noncombat	Hallucinogenic (Note 2)
Yellow	Anytime	Restorative (heals)

Note 1. While green potions are among the most powerful and useful of magical preparations, they are possessed of a marked tendency to deteriorate into lethal poisons.

Note 2. Users of white potions may feel that they can see through such opaque objects as mountains, walls and the bones in their hands. Lord Blackthorn has enacted a law against their manufacture, sale or use anywhere in the Kingdom.

Scrolls

Magic scrolls are simply spells written on fine vellum parchment with inks made from the reagents necessary for their casting. Other syllables are written to impart the power needed by the spell itself, thus rendering the scroll usable by anyone who reads it, regardless of one's own magical ability. As such, scrolls are among the most dependable and reliable forms of magic. Lady Hayden of the Lycaeum was gracious enough to supply a list of those spells which commonly appear in scroll form.

Spell	*Employment*	*Effect*
Vas Lor	Anytime	Great light
Rel Hur	Anytime	Wind change
In Sanct	Anytime	Protection
In An	Anytime	Negate magic
In Quas Wis	Non-combat	View
Kai Xen Corp	Combat	Summon daemon
In Mani Corp	Non-combat	Resurrection
An Tym	Anytime	Negate time

Auguries of the Skies

From *Celestial Britannia* by Sir John, astronomer and scribe of the Lycaeum:

"According to the roles they play in our many legends, they (the eight Planets) have been named for the Virtues of the Avatar. The closest is Honesty, followed further out by Compassion, Valor, Justice, Sacrifice, Honor, Spirituality and Humility

... "Over the ages, comets — fiery nebulae — have torn through our skies as harbingers of impending doom ... Now, while we live in the midst of peace and enlightenment, the comets have begun again."

Anyone fortunate enough to own a telescope or even a small spyglass can look into the starry heavens and find the eight planets that circle our world, along with the disturbing comets that travel capriciously among them. Though long a mystery to astronomers and mystics alike, the significance of the comets is now thought to be understood. Since the Shadowlords began their dreaded visitations to the cities of the Realm, the three comets have appeared each night to approach different planets. Given that each of the eight planets is representative of a Virtue, much as each of the Eight Great Cities holds its own Virtue sacred, it is not surprising to discover that whenever a planet is troubled by an approaching comet, the city that embraces that planet's Virtue comes under attack by one of the three Shadowlords.

This then is the value of a careful study of the firmament: by observing the nightly positions of the comets as they approach different planets, one may know the whereabouts of the Shadowlords. Because the nearest planet is that which reflects Honesty, a comet near that planet would foretell the presence of a Shadowlord in Moonglow, City of Honesty. Similarly, the other seven planets would be linked by Virtue with the cities of Britain, Jhelom, Yew, Minoc, Trinsic, Skara Brae and New Magincia. Approach then these places with trepidation, for to seek a Shadowlord's domain is to willingly submit to the arms of Death.

Useful Lists

Spells

Spell	*Target*	*Effect*	*Time*	*Reagents*
1st Circle				
An Nox	Party member	Cures poison	Anytime	GN, GR
An Zu	Party member	Awakens character	Combat	GN, GR
Grav Por	Within 30 paces	Fires a magical missile (1-16 HP damage)	Combat	SA, BP
In Lor	—	Creates light for 100 turns	Noncombat	SA
Mani	Party member	Heals 1-30 HP	Anytime	GN, SS
2nd Circle				
An Sanct	1 pace	Unlocks door or disarms trapped chest	Anytime	SA, BM
An Xen Corp	Everything visible	Repels Undead	Combat	GR, SA
In Wis	—	Locates position (like a sextant)	Noncombat	NS
Kal Xen	Random location	Calls rats, spiders, bats or snakes	Combat	SS, MR
Rel Hur	—	Changes wind direction	Noncombat	SA, BM
3rd Circle				
In Flam Grav	Within 30 paces	Wall of fire (1-21 HP damage)	D, C	BP, SA, SS
In Nox Grav	Within 30 paces	Wall of poison (1-18 HP damage)	D, C	NS, SS, BP
In Por	Random/60 paces	Teleport randomly (in combat) or up to 60 paces away	Anytime	SS, BM
In Zu Grav	Within 30 paces	Creates sleep field	D, C	GN, SS, BP
Vas Flam	Within 30 paces	Creates ball of flame (1-30 HP damage)	Combat	SA, BP
Vas Lor	—	Creates light for 250 turns	Noncombat	SA, MR
4th Circle				
An Grav	1 pace	Dispels energy field	Anytime	BP, SA
Des Por	—	Moves party one level down	Dungeon	BM, SS
In Sanct	—	Gives all in party +3 protection for 20 turns	Anytime	SA, GN, GR
In Sanct Grav	Within 30 paces	Create energy field	D, C	MR, SS, BP
Uus Por	—	Moves party one level up	Dungeon	BM, SS
Wis Quas	Any on screen	Reveals invisible creatures	Combat	SS, NS
5th Circle				
An Ex Por	1 pace	Puts a magical lock on a door	Anytime	SA, BM, GR
In Bet Zen	Random location	Creates 1-4 insects	Combat	BM, SS, SA
In Ex Por	1 pace	Unlocks a magical lock	Anytime	SA, BM
In Zu	90° arc	Puts all in arc to sleep	Combat	GN, NS, SS
Rel Tym	—	Caster moves quickly for 30 turns	Combat	SA, MR, BM
Vas Mani	Party member	Restores full hit points	Noncombat	GN, SS, MR

6th Circle

An Xen Ex	Any character	Charms a character or creature	Combat	BP, NS, SS
In An	—	Negates magic for 10 turns	Anytime	GR, MR, SA
In Vas Por Ylem	All enemies in sight	1-20 damage to all that fail to keep balance (1-30 roll vs. Dex)	Combat	BM, SA, MR
Quas An Wis	All enemies in sight	All enemies fight each other for 20 turns	Combat	MR, NS
Wis An Ylem	—	Gives caster X-ray vision	Noncombat	MR, SA

7th Circle

In Nox Hur	90° arc	Poisons all in arc	Combat	NS, SA, BM
In Quas Corp	All enemies in sight	All flee	Combat	NS, MR, GR
In Quas Wis	—	Allows caster to peer into a gem	Noncombat	NS, MR
In Quas Xen	Any character	Duplicates character	Combat	SA, SS, BM, GN, NS, MR
Sanct Lor		Caster becomes invisible	Combat	MR, NS, BM
Xen Corp	Within 30 paces	Inflicts 99 HP damage	Combat	BP, NS

8th Circle

An Tym	All in sight	Time stops (but doesn't affect Shadowlords)	Anytime	MR, GR, BM
In Flam Hur	90° arc	Burns all in arc (1-30 HP damage)	Combat	SA, BM, MR
In Mani Corp	Party member	Resurrects one party member	Noncombat	GR, GN, SS, SA, BM, MR
In Vas Grav Corp	90° arc	Inflicts 99 HP energy damage to all in arc	Combat	MR, NS, SA
Kal Xen Corp	Random location	Summons a daemon	Combat	MR, GR, BM, SS
Vas Rel Por	—	Teleport to moongate	Noncombat	SA, BP, MR

Additional Spells

These spells are not found in the standard mage's spellbook. They are only available under special circumstances as you travel the realm.

An Ylem	1 pace	Eliminates a moveable item (e.g., a chair)	Anytime
In Xen Mani	—	Creates 1-3 food	Noncombat
Rel Xen Bat	Any character	Changes character into a rat	Noncombat

Moongates

Each gate has three phases, determined by the three-part cycle of the moons. **1st**, **2nd** and **3rd** list the destination gate for each of the three phases.

Gate	*Vicinity*	*Activation*	*Lat.*	*Long.*	*1st*	*2nd*	*3rd*
1	Moonglow	New Moon	1'F"	O'A"	1	2	3
2	Britain	Crescent Waxing	G1G"	G'A"	4	5	6
3	Jhelom	1st Quarter	O'A"	C'G"	7	8	1
4	Yew	Gibbous Waxing	C'F"	D'C"	2	3	4
5	Minoc	Full Moon	B'D"	K'G"	shrine	6	7
6	Trinsic	Gibbous Waning	M'C"	G'I"	8	1	2
7	Skara Brae	Last Quarter	H'O"	B'H"	3	4	5
8	Magincia	Crescent Waning	K'H"	L'L"	6	7	8

Goods for Sale

Taverns

(Britain) The Wayfarer Tavern	Mutton...4	Rations.....15	Ale 1
(The Lycaeum) The Folley Tap	Mutton...5	Rations.....30	Ale 1
(Jhelom) The Sword and Keg	Mutton...5	Rations.....20	Ale 1
(Moonglow) The Honest Meal	Mutton...3	Rations.....10	Ale 1
(Paws) The Cat's Lair	Mutton...3	Rations.....20	Ale 1
(New Magincia) The Humble Palate	Fruit 2	Provisions 30	Stout 1
(West Britanny) The Blue Boar Tavern	Cheese...5		Wine 1
(Buccaneer's Den) The Fallen Virgin	Wild Boar42		Rum 1
(Yew) The Slaughtered Lamb	Wild Boar3		Rum 1

Inns

	Nightly fare per guest	*Rooms available*
(Britain) The Wayfarer Inn	2	3
(North Britanny) Hotel Brittany	3	2
(Buccaneer's Den) The King's Ransom Inn	3	3
(Jhelom) The Warrior's Stead	3	4
(Paws) The Smugglers' Inn	2	2
(Skara Brae) The Haunting Inn	2	3

Ships

	Frigate	*Skiff*
(East Britanny) The Oaken Oar	650	125
(Buccaneer's Den) The Rusty Bucket	700	100
(Jhelom) Island Shipwrights	600	200
(Minoc) The Crow's Nest	753	175

Tools of the Trade

	Key	*Gem*	*Torch*
(Buccaneer's Den) The Guild of the Broken Lock	60	150	20
(New Magincia) The Den	30	255	12
(Paws) The Guild	40	200	11

Reagents

	BM	*BP*	*GN*	*GR*	*MR*	*NS*	*SA*	*SS*
(Cove) Mysticism	—	—	—	—	40	30	—	12
(The Lycaeum) The Sharper Mage	12	—	—	—	40	30	—	—
(Moonglow) The Herbalist	—	—	2	3	13	12	—	3
(Skara Brae) The Alchemist	5	3	2	—	—	—	1	—
(Yew) Healers' Herbs	5	—	2	2	—	—	1	4

Healing

	Heal Wounds	*Cure Poison*	*Raise Dead*
(East Britanny) Healers' Sanctum	50	35	237
(Cove) Sanctuary	55	40	247
(Empath Abbey) The Empath	65	10	262
(The Lycaeum) The Shield of Truth	60	15	249
(Minoc) The Healers' Mission	Charity	Charity	200
(Skara Brae) The Spirit Healers	45	30	225
(Trinsic) Wounds of Honour	40	25	215

Horses

(North Britanny) The Stablehouse	130
(Paws) Wishing Well Horses	160
(Trinsic) Horse & Rider	100

Weapons and Armour

Castle Britannia
North Star Armoury

Chain Coif	50
Magic Shield	2000
Chain	300
Plate	700
Long Sword	70
Silver Sword	250
Ring of Protection	500

Bordermarch
The Shattered Shield

Magic Shield	2000
Magic Axe	1000
Magic Bow	800
Arrows	10
Two-Handed Hammer	85
Ring of Regeneration	200
Amulet of Turning	900

Britain
Iolo's Bows

Dagger	1
Sling	10
Bow	75
Arrows	10
Crossbow	150
Quarrel	15
Magic Bow	800

Buccaneer's Den
Buccaneer's Booty

Leather Helm	15
Leather	50
Dagger	1
Main Gauche	15
Short Sword	40
Flaming Oil	5
Ring of Invisibility	450

Jhelom
Naughty Nomaan's

Flaming Oil	5
Mace	50
Morning Star	60
Throwing Axe	3
Spiked Helm	150
Spiked Shield	120
Spiked Collar	240

Minoc
Darkwatch Armoury

Iron Helm	120
Small Shield	40
Ring Mail	100
Short Sword	40
Mace	50
Two-Handed Hammer	85

Serpent's Hold
Siege Crafters

Chain Coif	50
Chain	300
Crossbow	150
Quarrel	15
Halberd	250
Throwing Axe	3
Morning Star	600

Trinsic
The Paladin's Protectorate

Two-Handed Axe	150
Two-Handed Sword	200
Halberd	250
Iron Helm	120
Large Shield	70
Scale	150
Plate	700

Yew
Arms of Justice

Leather Helm	15
Cloth	20
Leather	50
Club	5
Spear	7
Silver Sword	250
Magic Axe	1000

Potential Party Members

Who	*Where to find*
Captain Johne	Ararat
Dupré	Bordermarch
Geoffrey	Buccaneer's Den
Gwenno	Britain
Jaana	Yew
Julia	Empath Abbey
Katrina	New Magencia
Mariah	Lycaeum
Maxwell	Serpent's Hold
Saduj	Lord British's Castle
(don't let him join!)	
Sentri	Bordermarch
Toshi	Empath Abbey

People and Creatures

Strength, **Dex**terity and **Int**elligence are self-evident.

Armour lists the usual value of person's armour or the toughness of the creature's hide.

Dmg lists how much damage the person or creature can inflict.

HP lists hit points.

Number is the maximum number that are commonly encountered together.

Treasure **%** is the percentage chance the person or creature will be carrying significant treasure.

People

	Str	*Dex*	*Int*	*Arm*	*Dmg*	*HP*	*N*	*Treas%*	*Additional Notes*
Mage	10	15	20	0	15	10	3	20%	Magic user
Bard	15	20	10	4	12	15	9	10%	Can shoot a bow
Bard with banjo	12	16	14	0	6	8	1	10%	
Beggar	8	8	8	0	0	5	1	0%	
Child	8	8	8	0	0	5	1	0%	
Fighter	20	15	10	8	15	20	6	15%	
Guard	22	30	10	6	30	99	8	5%	Can throw axes
Jester	12	18	12	0	6	8	1	10%	
Merchant	12	12	18	0	6	8	1	10%	
Villager	12	12	12	0	6	8	1	10%	
Wanderer	30	30	30	30	99	99	1	0%	Magic user, can teleport, body vanishes at death, never takes damage
Blackthorn	30	30	30	30	30	99	1	0%	Magic user, can teleport, body vanishes at death, can become invisible, can summon a daemon, can charm never takes damage

Creatures

	Str	Dex	Int	Arm	Dmg	HP	N	Treas%	Additional Notes
Bat	5	30	5	0	6	5	16	0%	Leaves no corpse, ambushes campers, common in dungeons
Corpser	17	10	8	0	15	40	4	0%	
Crawler	17	15	12	0	15	35	4	0%	
Devil	25	25	25	5	20	75	4	0%	Magic user, can summon a daemon, can charm, is Undead, leaves no corpse
Dragon	30	25	25	10	30	99	2	30%	Can summon a daemon
Ettin	20	15	12	3	15	30	6	17%	Can throw stones, has bludgeoning attack
Gargoyle	20	10	5	15	20	40	1	0%	Has bludgeoning attack, can split in two
Gazer	8	10	25	0	10	20	4	0%	Magic user, can charm, common in dungeons
Ghost	1	20	10	0	12	20	6	0%	Can become invisible, is Undead, leaves no corpse, common in dungeons
Gremlin	10	21	10	2	4	10	13	12%	Can steal food, ambushes campers, common in dungeons
Headless	19	12	8	2	12	20	8	12%	Has bludgeoning attack, ambushes campers
Insect	1	30	1	0	4	5	10	0%	Leaves no corpse
Mimic	20	30	12	3	15	30	1	20%	Can poison, has bludgeoning attack
Mongbat	10	30	15	4	20	20	16	5%	
Orc	15	13	10	2	12	10	10	11%	Has bludgeoning attack
Rat	5	20	5	0	6	10	10	5%	Can poison, can infect with plague, ambushes campers, common in dungeons
Reaper	20	25	12	4	20	40	3	25%	Magic user, has bludgeoning attack, common in dungeons
Rotworm	5	17	6	0	6	5	10	0%	Can poison, can infect with plague
Sandtrap	25	25	5	10	30	80	1	25%	
Seahorse	17	20	20	2	10	30	3	0%	Magic user, leaves no corpse
Sea serpent	17	17	8	2	30	70	1	0%	Can attack from a distance, leaves no corpse
Shadowlord	25	30	30	10	30	99	1	0%	Magic user, can teleport, body vanishes at death, can become invisible, can poison, can infect with plague, can charm, is Undead
Shark	20	17	5	0	8	22	10	0%	Leaves no corpse
Skeleton	10	20	5	0	12	20	8	13%	Is Undead
Slime	6	6	2	0	4	10	16	0%	Can split in two, leaves no corpse, ambushes campers, common in dungeons
Snake	5	18	8	1	8	10	4	0%	Can poison from a distance
Squid	24	20	8	0	20	50	2	0%	Can attack from a distance, can poison from a distance, leaves no corpse
Spider	10	10	5	0	8	10	4	5%	Can poison from a distance, ambushes campers, common in dungeons
Troll	18	17	9	4	15	15	4	15%	Can throw axes, ambushes campers
Wisp	8	30	20	0	20	40	4	0%	Can teleport, can charm, leaves no corpse

Armour

Item	Defense Value
Cloth Armour	1
Leather Armour	2
Ring Mail	3
Scale Mail	4
Chain Mail	5
Plate Mail	7

Item	Defense Value
Mystic Armour	10
Leather Helm	1
Chain Coif	2
Iron Helm	3
Spiked Helm *	3

Item	Defense Value
Small Shield	2
Large Shield	3
Spiked Shield *	3
Jewel Shield	0
Magic Shield	5
Main Gauche *	1

Item	Defense Value
Mystic Sword *	1
Ring of Protection	2
Spiked Collar	2

* Can also be used as a weapon

Weapons

Damage lists how many hit points of damage each weapon can inflict.

Range gives a relative measure of how far the weapon can strike. If it can not strike from a distance, no range is listed. Nearly all weapons with a range are missile weapons; however, note that the halberd can strike from a distance because of its length.

Weapon	Damage	Range
Bow (arrow)	10	7
Club	8	—
Crossbow (quarrel)	12	8
Dagger	6	3
Flaming Oil	8	4
Halberd	30	2
Long Sword	15	—
Mace	15	—
Main Gauche *	8	—

Weapon	Damage	Range
Morning Star	15	2
Short Sword	12	—
Sling (rock)	6	4
Spear	10	5
Spiked Shield *	6	—
Spiked Helm *	4	—
Throwing Axe	10	4
Two-Handed Hammer	20	—
Two-Handed Axe	20	—

Weapon	Damage	Range
Two-Handed Sword	20	—
Glass Sword	99	—
Jeweled Sword	1	—
Magic Axe	20	15
Magic Bow	15	15
Mystic Sword *	30	—
Sword of Chaos	99	—
Silver Sword	12	—

* Can also be used as armour

Miscellaneous Items and Locations

What	Where to find it
Amulet	O'E", G'D" (Underworld)
Ararat (ark) *	C'J", C'C" (Underworld)
Badge	Windemere (Elistaria)
Blackthorn's Castle	Isle of the Avatar, southern tip
HMS Cape plans	East Brittany
Crown	Lord British's castle, top level
Glass Sword	F'A", E'A"
Grapple	Empath Abbey (Lord Michael)
Harp Lessons	Greyhaven (Lord Kenneth)
Jew. Sword & Shield	Windemere (Thrud)
Magic Carpet	Lord British's chambers
Mandrake Root	D'G", L'G" (Midnight only)
Nightshade	J'F", C'O" (Midnight only)

What	Where to find it
Mystic Arms	O'L", N'F" (Underworld: from Hythloth, in lava north across peaks)
Sandalwood Box	Lord British's chambers (behind secret door, after playing harpsichord)
Sceptre	Stonegate
Sextant	Greyhaven (David)
Sin'Vraal's Hut	D'A", M'J"
Skull Keys	Serpent's Hold (Kristi) Minoc (5/day from northwest tree)
Spyglass	Farthing (Lord Segallion)
Stonegate	E'K", J'E"
Sutek	Marshe Island in middle of ocean
Talking Horse	Iolo's barn (N'A", L'A")

*Ararat is the only place in the Underworld that has an occupant. The person there will join you and is useful because he casts fairly high level spells.

Hints and Tips

A Save in Time

It's possible to take some wrong turns in *Ultima V* that have serious and unforseeable long-term consequences. One way to guard against unavoidable disappointment is to occasionally copy your SAVED.GAM file and rename one of the copies. This effectively gives you multiple saves. If you get into a corner you don't like, you can just copy one of your old save files over your current one and go back to a time before you slipped up.

The More Things Change ... Character Creation and Mantras

Although the visuals have been changed a bit, character creation works just the same in this game as it did in *Ultima IV*. Just pick the Virtue corresponding to the profession you want, and stick with it whenever it comes up. See **The Real You**, p. 69.

Likewise, the Mantras for the various Virtues have not changed since the last game. This walkthrough will tell how to get each Mantra, but you can also use the list on p. 66.

A Free Lunch

Keeping the party well-fed (especially early on) can be a major drain on resources. You might consider stealing provisions early in the game. This will hurt your Virtue, but the damage can be made up in time. Such activity later in the game is definitely not recommended.

If you happen to be near Empath Abbey, Corey the Cook will gladly feed you if you ask for a taste of shark or squid (beggars can't be choosers).

Party Politics

You can have up to seven companions, but twice that many offer to join. You could do far worse than Iolo, Shamino, Gwenno and four other favorites from the original eight Companions. If you find enormous parties a bother to manage, you can complete the quest with as few as six properly developed party members (including yourself).

Johne, a powerful spellcaster, is probably the strongest character who will ask to join you, but he's very hard to find. Under no circumstances should you accept Saduj's offer to join you – you might lose an important item, significantly delaying the end of your quest.

Keeping Watch

The time of day is sometimes significant. Using your pocket watch gives you the time.

If Wishes Were Horses

Drop a coin in each well you find. Wish for a horse — there's a small chance you'll get one.

Stargazing

As the game progresses, monitoring the activities of the evil Shadowlords becomes increasingly important. Your best tool for this is the telescope at the Lycaeum in Moonglow.

The planets in the telescope stand in the same relationship to one another as the cities of Britannia. When a comet appears near a planet, it means a Shadow Lord is in that city.

Invisible Friends

A couple of Rings of Invisibility can help you avoid particularly nasty combats. If the battle is turning against you, have your visible party members flee. The monsters, not being able to see the invisible characters, will wander off shortly, leaving you in control of the battlefield.

Walkthrough

Chez Iolo

You start the game in Iolo's hut. There are some torches you can grab.

When you leave, head due east until you get to the sign post. This is a good place to rest (Shamino's heavily wounded, and you want to give him a chance to recover). From the sign, head southeast to the castle.

The Castle: A Serious Knock on the Door

Since your quest is to rescue Lord British, it's entirely virtuous to help yourself to anything in the castle that might aid your quest (since everything in the castle belongs to him).

Climb up the ladder in the northeast tower, then climb again to reach the walls. Wait until the guard leaves. Then push the cannon to the door, blast it out of existence and grab the Magic Carpet. This is the most important thing in the castle at the moment – the carpet allows you to cross terrain that's impassable on foot, and protects you from damaging terrain like swamps. Run down the stairs in the southwest tower, then quickly out of the castle, to avoid tangling with the guards. Once you're outside you can re-enter safely.

Once you return to the castle you can search it in depth. Be sure to grab the ring of keys in the barrel on the western side of the basement, and the Ring Of Regeneration in the crate on the opposite side. Also stock up on torches.

Back to Britain

Greyson knows the Mantra of Compassion. When he asks the rightful ruler, say "British."

Annon the mage can give you the word of power VILIS, which opens Dungeon Despise.

At Iolo's Bows you can meet Iolo's wife, Gwenno, a capable adventurer who will join you in your quest.

Terrence, in the fruit orchard, will give you some provisions if you tell him you need food.

Yew: Fifth Column

When you get to Yew, talk to Chamfort the smith at the Arms of Justice. Ask about the Resistance, and mention Terrance. He'll give you the password DAWN, and show you the secret passage behind his fireplace. At the end of the passage is your old pal Jaana, who'll gladly join the quest.

At the end of the hallway is a secret door. Behind it, the Silver Sword is hidden in a barrel. Use the Magic Carpet to avoid the poison pools and most of the rats.

Landon, the leader of the Resistance, is sleeping in the room next to where you found Jaana. He won't wake up until three in the afternoon. When he gets up, give him the password (DAWN) and talk to him.

Once you leave the Resistance hidey-hole, the herb shop is a good place to stock up on reagents. Prepare plenty of *An Nox* and *Mani* spells.

Now it's time to start making some trouble for Blackthorn. Go to the stocks and free the prisoners – Iolo can pick the locks. Then go to the jail and talk to Felespar. He'll give you the word of power MALLUM, which unlocks Dungeon Wrong. (You may want to put this off for a little while – see **Karma Police**, p. 122.)

The prisoner Jerone offers to introduce you to his brother Jeremy, who visits every night and morning at 10. Jeremy can sell you food, keys or information. Definitely ask for information.

Finally, before leaving Yew, return to Chamfort to receive the Mantra of Justice. You will probably want to visit the Shrine of Justice upon leaving town, and receive your first Shrine Quest.

Skulking in Minoc

The healer in Minoc is free, so don't waste your spells if you're near town.

Talk to Rew the sailmaker. Her song contains the Mantra of Sacrifice. She also gives you a clue about wishing for horses.

Talk to Fiona at the Poorhouse. She'll give you the Word of Power to open Covetous, AVIDUS.

Give alms to the beggar, than leave and give him alms again when you return. He'll give you a tip about Shenstone.

When Shenstone comes to the Darkwatch Armoury at 11 in the morning, follow him. He'll bury something. Once he's gone, dig up the ring of Skull Keys he buried (you can return to this spot for more keys multiple times).

Department of the Treasury

Once you have the Skull Keys, you have a very profitable, but also very costly, option that you can take advantage of.

The keys open Lord British's treasury at the castle. If you decide to raid the treasury, do it as soon as possible, because it is not a fully Virtuous act and you will lose Karma points for it (use Ctrl K to check your Karma).

If you do raid the treasury, you might as well go for broke. When you climb up the ladder and leave, the treasury replenishes itself. Make as many as 20-25 trips to the treasury, taking everything you can grab. At the end of this process you won't have any Karma left.

The reason for so much excess is because you *never want to do this again*. Spend the rest of the game replenishing your Karma, so you can be prepared for the final test.

Magic axes are particularly desirable plunder. Whenever you find one, equip a party member with it, and try to hold on to five or six extra as well.

Karma Police

If you raid the treasury and lose your Karma, you'll need to restore it as quickly as possible. Some important characters won't talk to you until your Karma is 50 or more.

By now you can probably quickly complete at least one or two Shrine Quests. Each adds to your Karma by 3. You can also get a Karma bonus by freeing the prisoners in the Yew stocks (**Yew: Fifth Column**, p. 121) or Blackthorn's prisoners (**Castle Blackthorn**, p. 126.)

And, since you're now rich, boost your Karma by giving to the beggar in Minoc every chance you get. Each gift of alms boosts your Karma by one precious point, and he'll take whatever you offer. By the time you're done, he'll be doing better financially than many a knight (but your gifts still count). While in Minoc, pick up more Skull Keys (you'll need them later).

Setting Sail from East Britanny

In East Britanny, talk to Sir Adam and Squire Jimmy, then buy a Frigate and a Skiff from Master Hawkins at the Oaken Oar. In the locked room at the east end of the Oar is a chest of drawers with the plans for the HMS *Cape*. Use these plans to improve your new vessel.

Shrine Quests

The eight Shrine Quests all follow the same pattern. Once you have the Mantra, go to the Shrine and get the Quest, then go to the Isle of the Codex to get the Answer, and then return to the Shrine to finish the Quest.

Yo, Ho, Ho! At Buccaneer's Den

Buccaneer's Den is where you meet your old pal Geoffrey, who'll happily join your party.

Talk to Sven, Scally and Bidney (Yo, ho, ho!) to get information about useful items.

The Guild of the Broken Lock is a good place to stock up on gems and other useful items.

Minoc: The Whole Truth

Lady Janell has information about finding one of the shards and reaching the Shrine of Spirituality. Lord Shalineth gives you the name of the Shadowlord of Falsehood, FAULINEI.

Your Companion Mariah's in Minoc, and will offer to join the party.

Sir Sean will give you directions to Stonegate Keep.

Moonglow: In the Stars

Zachariah, in the Observatory, knows how to use the telescope and also about the Resistance.

The barrels in the towers of the city wall contain useful items.

Stock up on reagents at the herb seller's. Lord Stewart in the Honest Meal will teach you the spell to create food (*In Xen Mani*).

Talk to Malik. Keep pressing for information until he tells you about Saul.

Malik's mother, Malifora, will give you a lot of useful information, including the Mantra of Honesty and the word of power for Deceit, FALLAX.

Cove: Directions

The twin sisters at the temple in Cove know how to find the Shard of Falsehood in Deceit.

Sir Ambrose, at the healer's, can tell you where the Mystic Arms and Armour lie in Hythloth. Because of his wound, Sir Ambrose won't awake until after 11.

Empath Abbey: Grappling with the Truth

Julia's in Empath Abbey, ready to volunteer. A man named Toshi is also ready to join you.

Lord Michael will give you the Grapple, and some useful information.

Tim will tip you off to the existence of the Harpsichord.

Jhelom: Molehj

There's a magic axe hidden in a stump behind a secret door in the northeast city tower.

Thorn will give you the Mantra of Valor, and set you on the trail of Goeth.

Goeth the mad mage talks backwards. Ask about the "drow fo rewop" to get the Destard Word of Power, AIPONI. Ask about the Noom Senots to find out how to use Moon Stones. (If you don't want to unscramble Goeth's speech, a Moon Stone is buried beneath each moongate — search the area after a gate manifests. Take the stone and bury it somewhere, and the gate will now manifest in that new location, still on its original schedule.)

Over the Hills to Bordermarch

With the grapple, you can get to the rocky keep of Bordermarch.

Dupré will volunteer for service there, as will your long-time acquaintance Sentri.

Talk to the Lord and Lady to find out about the Crown, Sceptre and Amulet.

The Shattered Shield has top-of-the-line weapons, if you can afford them.

Skara Brae: A Treacherous Offer

The locked observatory hides a man named Flain. He will offer you the password of the Oppression, but only if you tell him the name of one of the members of the great council. This is an act of betrayal, and will be devastating to your Virtue.

The password is not necessary to your quest, but could come in handy. It's IMPERA. If you must hear it from Flain himself, you can save your game, talk to Flain to get the password, and then restore.

Saul will give you advice on finding the rare Mandrake Root and Nightshade reagents.

Kindor can tell you the Mantra of Spirituality. He's recovering from a battle with the Shadowlords at the healer's, and won't be up and around until after 5 p.m.

If you want to talk to Froed, the fleeing child, you'll have to use the Magic Carpet to catch him. He doesn't have any essential information.

This is another good place to stock up on reagents.

Farthing: The Spyglass

If you can tell Lord Seggallion of Farthing that the planets represent the Virtues, he will give you the Spyglass.

Greyhaven: Music Lessons

There are two important encounters at Greyhaven Lighthouse.

First, talk to Kenneth and let him give you a harpsichord lesson.

Second, talk to David and he will give you a Sextant.

Serpent's Hold Sojourn

Lord Malone will give you the name of the Shadowlord of Cowardice, NOSFENTOR.

Gardner, keeper of the Flame of Courage, has information on the shard of Cowardice.

A lad named Maxwell will offer to join your quest. Kristi the Cook will sell you five skull keys for 100 gold.

Toede the prisoner has useful information about the defenses in Blackthorn's castle.

Sleepless in Trinsic

Gruman has the Mantra of Honor.

There are four gems for the taking in a barrel near the northeast corner of the battlements.

Talk to Sindar, the sleepwalking mage, on the battlements at night. He'll give you the Word of Power for Shame, INFAMA.

Better Days in New Magincia

While so much of the land has changed for the worse, you find that New Maginica has begun to thrive, a village of humility on the ruins of the city of Pride.

Your Companion Katrina will offer to join your quest.

Wartow the elder will give you the Mantra of Humility. When he asks if you hate Blackthorn, answer "no." You may oppose Blackthorn, but hatred is frowned upon in the city of Humility.

A Chat with Sutek

Sutek's Island is south of New Magincia. Sutek will tell you how to destroy the shards and the Shadowlords, and also give you some useful magic, including scrolls and potions.

The Shrine of Spirituality

To find the Shrine of Spirituality you must enter Minoc's moongate when both moons are full. This will take you straight to the shrine.

The Last Shrine Quest

When you arrive at the Codex on your final Shrine Quest, it will tell you the secret of Dungeon Doom, at the heart of the Abyss. It will also remind you of the word of passage, VERAMOCOR (which will get you into Doom at the end of the game).

Sin'Vraal and Grendel

In the southern desert, just west of Dagger Isle, you can meet Sin'Vraal, gentleman farmer and retired Daemon. He'll tell you the name of his former master, ASTAROTH, the Shadowlord of Hatred. He'll also give you some information about the Shards, and some insight into the welfare of Lord British.

Another isolated hut to seek out belongs to Grendel. Grendel used to be a mage who learned how to transform a human into a rat the hard way. He now lives as a rat. He'll teach you his spell, *Ral Xen Bet* (which hopefully now has the bugs worked out).

A Recital at the Palace & The Glass Sword

When your Shrine Quests are completed, it's a good time to return to the castle. If you meet a suspicious fellow named Saduj, do not let him join your party – he's nothing but trouble.

(If Saduj joins your party he'll take off with the Sandalwood box, and you won't be able to rescue Lord British until it's returned.)

Enter Lord British's chambers and play the tune that Kenneth taught you. This will open up the secret compartment containing the king's Sandalwood Box.

Search the Serpent's Spine mountains for a Glass Sword. You'll need the Grapple to get to its coordinates (FA, EA).

You can search and find another Glass Sword as long as either you or one of your companions has all the previously-found swords *equipped*. This means you can amass a total of nine swords – one for each companion and yourself, plus one more.

Stonegate

Now, you may want to brave Stonegate Keep itself. It's hard to reach – approach it from the north. The answer to the riddle of Balinor the Daemon is "Well," but he'll attack you whether you get it right or not.

The King's Sceptre is kept in Stonegate. If you've already destroyed the Shadowlords, it's yours for the taking. Otherwise, all the surviving Shadowlords will be there to guard it. It is possible to grab the sceptre anyway, by using the Carpet's superior quickness to outmaneuver the spectres. However, expect such an attempt to take a lot of maneuvering, plus a bit of plain old luck. Try to get them to actually follow you out of the castle.

Castle Blackthorn

The guards in Blackthorn's castle will take you prisoner if they catch you. The only way to avoid this is to either have the Black Badge from Jestaria in Windemere (which you must know the password of Oppression to obtain) or simply evade them with the Magic Carpet.

On the roof of the castle is the Crown of Lord British. You should wear it all the time, for protection against magic.

Hassad, the former councilmage, is held prisoner in the basement. He will give you the Word of Power for Hythloth, IGNAVUS, if you mention the name of Kaiko from New Magincia.

Gorn the Prisoner will tell you how to escape, and also offer to join your party.

If you want to meet Blackthorn himself, you can save the game and let yourself get captured. It's not pretty.

Hythloth and the Underworld

You will have to pass through Dungeon Hythloth to get to the mysterious Underworld. Bring lots of *Blink* spells (15 or more) and gems for your trip. When you leave the dungeon, take the northwest path and use the gems to find your way to the cross-shaped lava pool. This pool is the resting place of the Mystic Arms and Armour.

The Shard of Cowardice also waits in this part of the Underworld. You'll need several *Blink* spells to get to it.

The Secret of Ararat

To get to the hidden land of Ararat, you must first sail into a whirlpool, then sail southeast to a waterfall. You'll meet Captain Johne.

Johne is one of the best party members in the game at first meeting, knowing many very powerful spells. Depending on when you get to Ararat, you may well want to take him on (leaving someone else behind).

Whether he joins you or not, Johne will share with you the origins of the Shadowlords.

The Ararat area of the Underworld is also the home of the shard of Hatred. Again, *Blink* spells are required.

The exit from Ararat is to ascend through the bowels of Dungeon Wrong.

Deceit and Destard: Shard and Amulet

The Shard of Falsehood and the Amulet of the king are also to be found in the Underworld. To obtain the final shard, descend through Dungeon Deceit, and to retrieve the Amulet, go through Destard (you can follow the journal of Lord British's last journey in the manual to get to the Amulet).

Shadow Kill

Now you're finally ready to eliminate the Shadowlords. Go to Serpent's Hold, Empath Abbey and the Lycaeum, in any order. Stand before the sacred flame and speak the name of the Shadowlord corresponding to that flame's anti-principle. When it appears, Use the corresponding shard to destroy the entity.

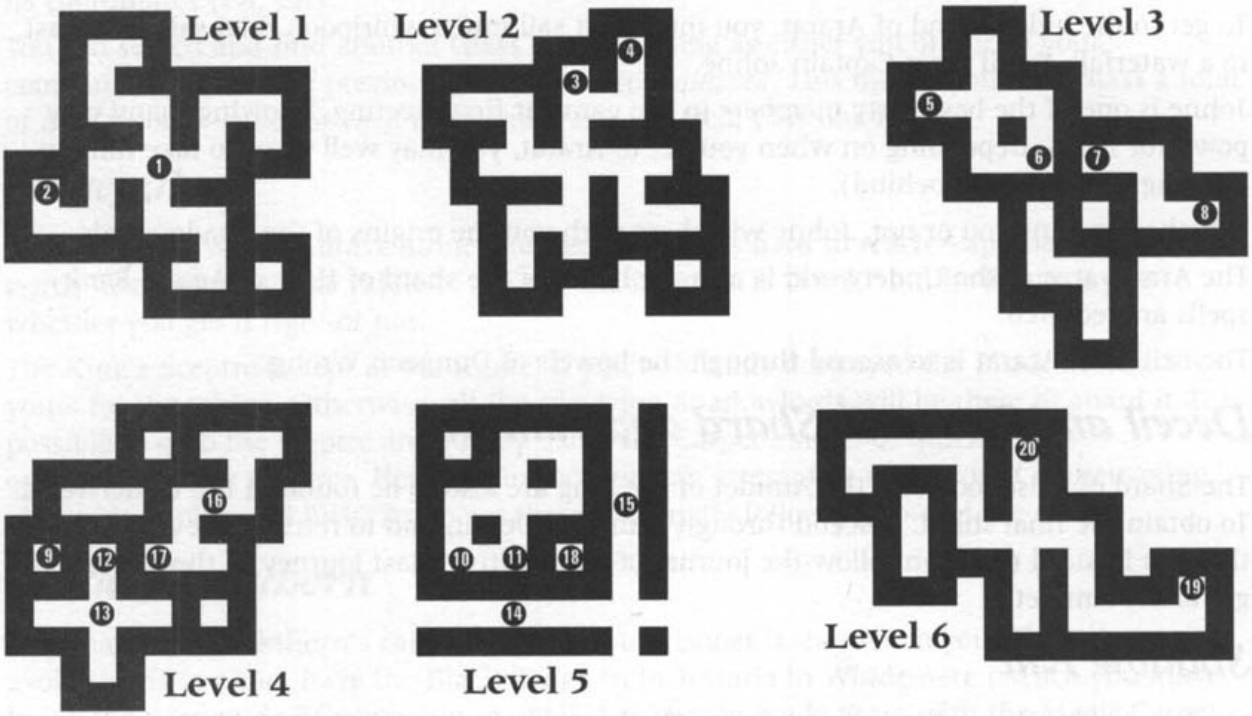
The proper place for each Shadowlord is:

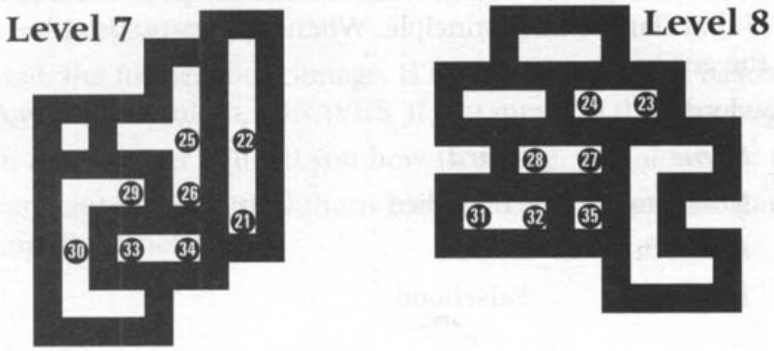
Place	*Name*	*Shard*
Serpent's Hold	Nosfentor	Cowardice
Empath Abbey	Astaroth	Hatred
Lycaeum	Faulinei	Falsehood

The Return of the King

Now to rescue Lord British. The first stop in this final stage is Dungeon Shame. This leads to the Underworld, where you must make your way to the entrance to Dungeon Doom (a double-decker dungeon, yikes!). As you might expect, you'll want to be as well equipped as possible, and at full magical and physical strength before entering either of these pits.

The following maps mark the One True Path Through Doom. Follow the numbers in sequence, starting with (1) at the entrance on Level 1. Each number marks the beginning or end of a change in level, except (6) and (7), which mark a secret door.



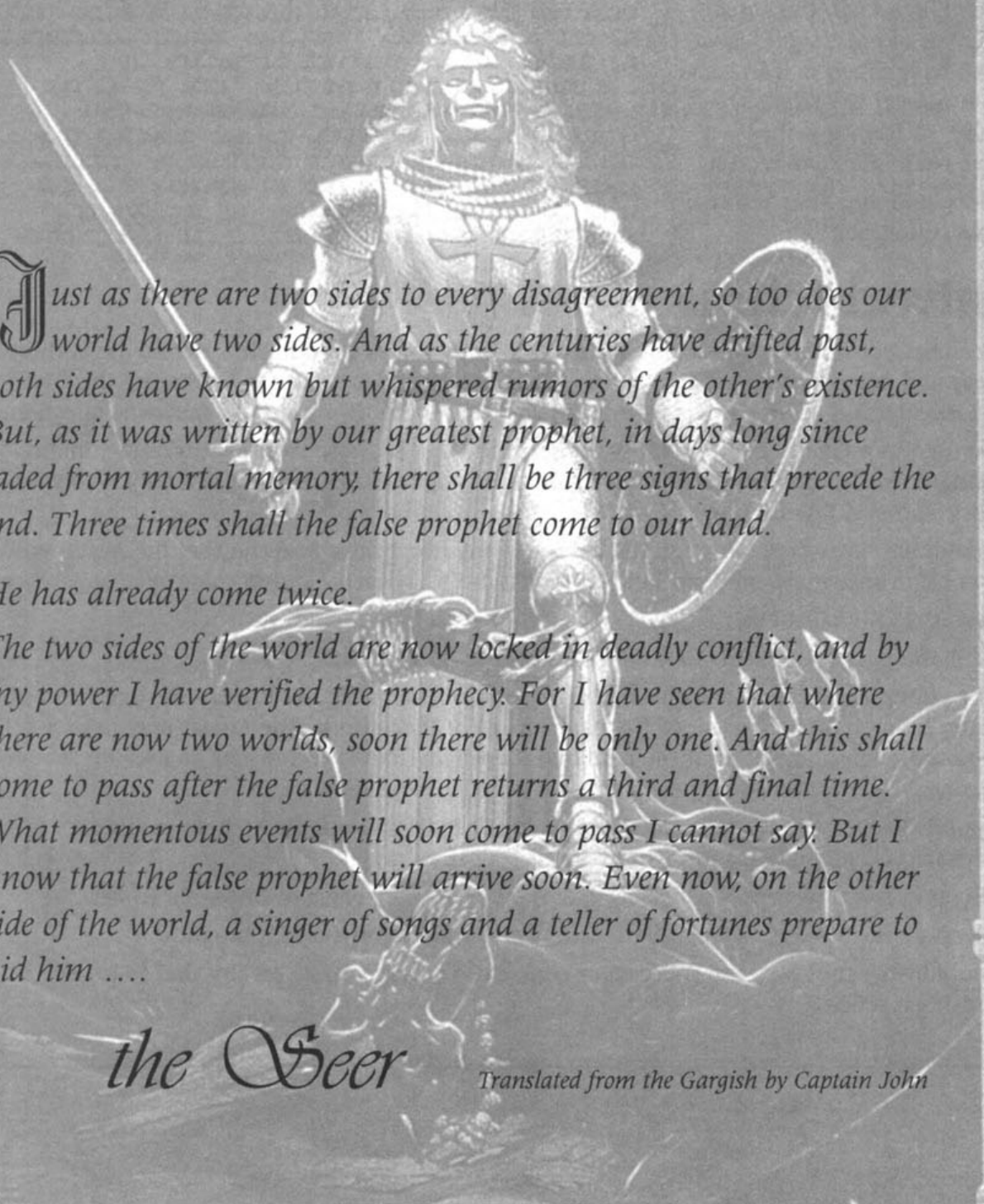


When you finally get to Lord British at the bottom of Doom, he'll ask you for his Sandalwood Box. Make sure you have it with you ... otherwise he'll make you go back and get it! Seriously.

Once the box is safely in the hands of the rightful king, your quest and the game are ended.

Ultima VI

The False Prophet



Just as there are two sides to every disagreement, so too does our world have two sides. And as the centuries have drifted past, both sides have known but whispered rumors of the other's existence. But, as it was written by our greatest prophet, in days long since faded from mortal memory, there shall be three signs that precede the end. Three times shall the false prophet come to our land.

He has already come twice.

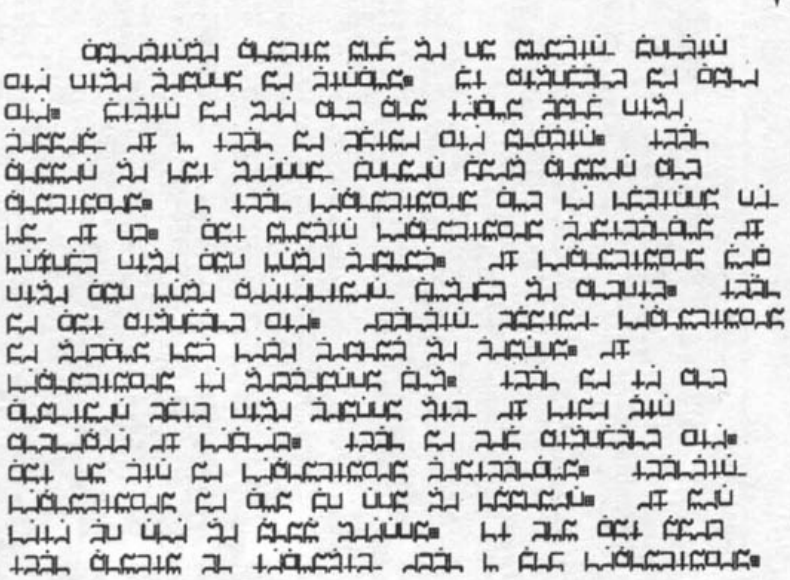
The two sides of the world are now locked in deadly conflict, and by my power I have verified the prophecy. For I have seen that where there are now two worlds, soon there will be only one. And this shall come to pass after the false prophet returns a third and final time. What momentous events will soon come to pass I cannot say. But I know that the false prophet will arrive soon. Even now, on the other side of the world, a singer of songs and a teller of fortunes prepare to aid him

the Seer

Translated from the Gargish by Captain John

Despite months of study, I find the Gargish language a mystery still. The simple passage above required every bit of knowledge and intuition I possessed. According to my young friend, Beh Lem, the passage below is of great significance, but I have much to learn, and he is not yet the scholar his father is. Even together, we have been unable to read it.

I hope and pray that You may have better luck



Introduction

Greetings, most noble Avatar, and I hope this finds you in good health. Herein are gathered maps and notes that might aid you in your quest. How did I come to be writing this? Well you might ask — over the last fortnight I've often found myself asking the same question.

It started in a tavern, as I find most things in life do (all those worth mentioning, in any event). I was leaning back, enjoying a nice cold mug of Frasier's Folly, when up walks this gypsy, name of Taynith.

"Mandrake," says she, "through the casting of my tiles I have foreseen that the Avatar will soon come once more unto our land. We must proffer what we can in the way of assistance."

(Taynith really talks like that.)

"Well and good," I replied, "but what has that to do with me?"

"The portents show that the quest to save Britannia from the Gargoyles will span the entire realm. Much has changed since the banishment of Blackthorn. The Avatar may need a more thorough knowledge of the land and its people than Lord British can provide. You are the one who must write of these things — the tiles have shown it."

"Sounds like a lot of work," said I, and took a deep draught of ale, to help me think. "Perhaps you might ask a more industrious soul than myself."

"No other has travelled as widely as you, nor knows the people of Britannia so well."

I always enjoy it when women flatter me. I still wasn't convinced, though.

"You do wish the Avatar to succeed, of course. Do you recall the revelry that followed Lord British's rescue?"

I had to admit I did, though parts of it are still rather fuzzy.

"Well, my tiles have also revealed to me that, should the Avatar complete this quest, there will be celebrations greater even then those."

Now she had me convinced. Between my experience and her powers of prophecy, I think we've gathered together all you might need to know. Now all you have to do is go save us from the Gargoyles, and we can get started with all the singing, dancing and drinking.

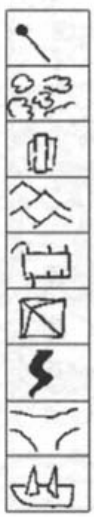
Mandrake

Be not distracted from the serious nature of your quest by Mandrake's frivolity. For before you scan these pages, I offer you a warning. Prophecy can be a double-edged sword. I have peered deeply into your future to bring you this advice, but it is not wise for anyone to know too much of their own destiny. Read only as far through these pages as you feel you must, for the further you go, the more of your fate will be revealed. Take care, Avatar, and may the moons themselves shine with favor upon your quest.

Taynith



Building
Circle of Stones
Dense Forest
Door
Dungeon Entrance
Farmlands
Fence
Ford
Graves
Guillotine



Lamppost
Light Forest
Logs
Mountains
Pier
Pyramid
River
Road
Ship



Shipwreck
Shoreline
Shrine
Skiff
Stocks, Signpost
Swamp
Trellis
Waterwheel
Well

Towns of Britannia

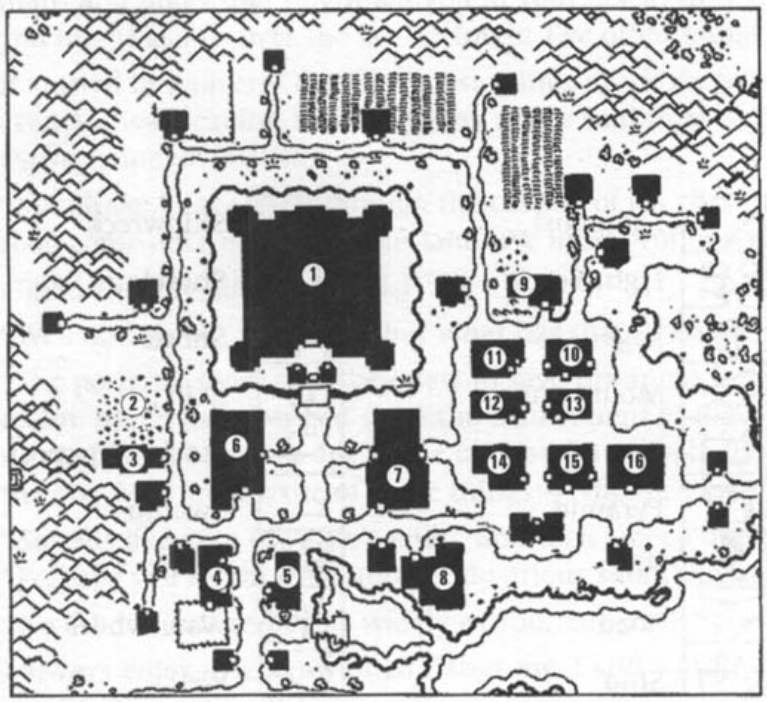
Britain

Where better to start an account of Britannia than with her greatest city? During the last festival the very rivers themselves flowed red with wine! Or so do I recall it, at least. Between holidays I find the Blue Boar Tavern quite serviceable. Poor Anya is always looking for some miracle cure for her husband ... If she mentions it, best not to get her hopes up.

I hear Lord British has stored supplies for your use in his castle — pick those up right away. Rumour has it there's a talking mouse in the castle, but I've never seen it. Would that the jester squeaked no more than a mouse! He likes nothing more than playing tricks on the unwary.

Just south of the castle is the conservatory. I believe they teach the Mantra of Compassion, among other things. In the same building is the royal museum of oddities.

What else of interest? Terri, at the mint, is singularly ... impressive. One must drop by the mint to exchange gold nuggets for coin, but I often seem to find other reasons to drop by I hear Gwenneth, at Iolo's Bows, is experimenting with a triple crossbow. And good old Tiberius runs the Healer's Sanctum, but he doesn't get a lot of business ... He charges standard guild rates, while Lord British does the same job for free!



1) Lord British's Castle
2) Royal Orchards
3) Blacksmith
4) Stable
5) The Oaken Oar
6) The Conservatory/Royal Museum
7) The Royal Mint
8) The Wayfarer Inn
9) The Healer's Sanctum
10) Baker
11) North Star Armory
12) Weaver
13) Fletcher
14) Provisioner
15) lolo's Bows
16) The Blue Boar

** *I foresee a time when you will need the assistance of the little mouse. Bring her some cheese, and you may persuade her to join you in your travels. Her assistance will prove invaluable. Let no harm come to her.* **

Buccaneer's Den



1) The Fallen Virgin Tavern/King's Ransom Inn
2) Budo the Provisioner
3) Buccaneer's Booty
4) The Rusty Bucket

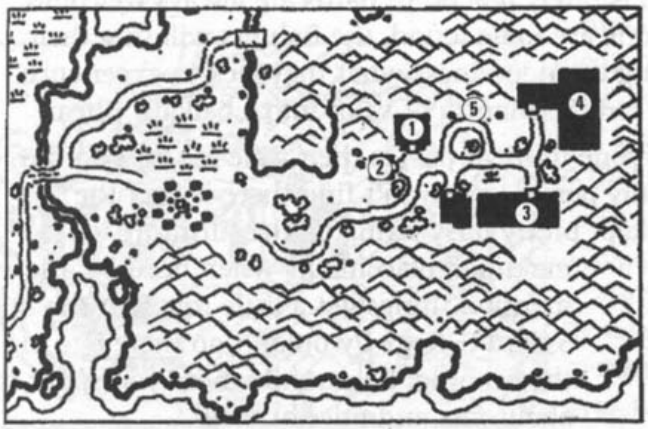
Though hardly the notorious den of pirates and thieves it once was, there are still some suspicious goings on in Buccaneer's Den. Of course, if Budo were to be giving discounts to members of a certain guild, such as one Homer might belong to, I wouldn't know a thing about it. I prefer to follow Patrick's example, and cultivate a certain ignorance of affairs that don't concern me. It is odd how you have to go through a secret door in the tavern to reach Budo's shop, though

Speaking of the tavern, the Fallen Virgin is one of the rowdiest there is! Of course, that's to be expected, with all the sailors gathering there when their ships are at anchor. They're always ready to pick a fight. Perhaps you'll find some willing to go adventuring with you.

** *I feel that Homer has knowledge of something which Mariah has need of.* **

Cove

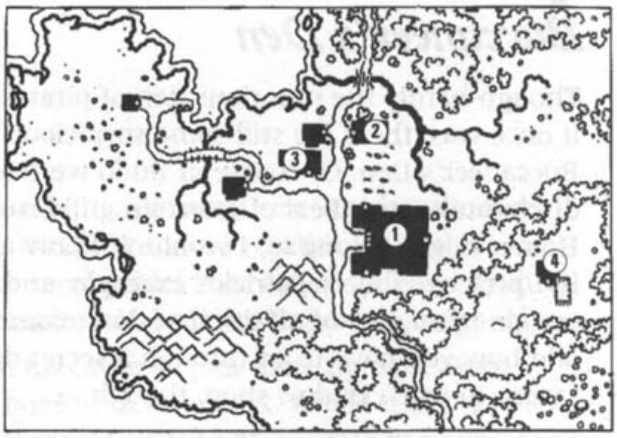
This is a small retreat, dedicated to the art of healing. I believe Sasha has some men under her care who have first-hand experience with the Gargoyles. You should talk to them, if they're well enough for it. Make sure you visit the shrine of the grapes while you're in town, and if you go to see Rudyom, look out for his pet!



1) Viscount Ahrmand's Residence
2) The Well of Good Fortune
3) Sasha the Healer
4) Rudyom the Mage
5) The Traveller's Shrine

** *Rudyom specializes in selling spells that relate to healing.* **

Empath Abbey



1) The Brotherhood of the Rose
2) Undertaker
3) Stephanie the Healer
4) Iolo's Hut

The monks make fine wines here, and also keep bees to supply honey for making mead. Truly, these monks are guided by divine spirits. (And I know divine spirits when I taste them!)

The Flame of Love is here as well. It must have some effect on sweet Stephanie, for she charges less than the standard healers guild rates. The flame seems to have less effect on the mortician and his gravedigger. They've been squabbling for weeks; perhaps you can help clear it up.

The Abbey is a popular place to be buried, with the largest cemetery I know of. I've already made out a will specifying that I be buried there — in a cask of their finest red wine! I hear tell that Sionnach, one of my fellow bards, is in the habit of meeting the widow Sylaina in the cemetery at midnight ... I guess there's a certain romance to it, if you go for that sort of thing.

** *For reasons unclear to me, it is important for you to know that Sylaina's late husband was a pirate.* **

Jhelom



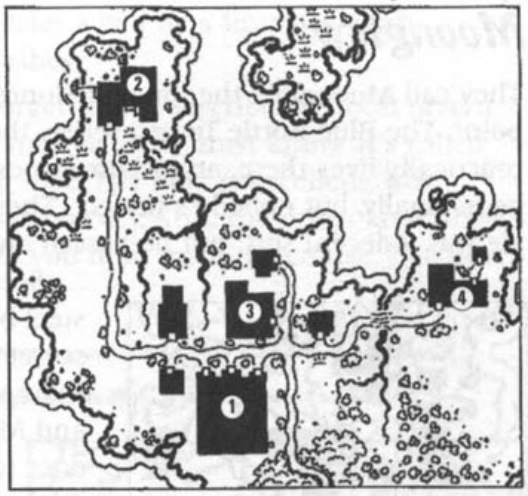
1) Naughty Nomaan's
2) Town Hall
3) The Warrior's Stead Inn
4) The Sword & Keg

Near the Shrine of Valor, this town is a favorite of fighters, second only to Serpent's Hold. Nomaan, the weaponsmith, does a healthy business, even though he spends a good deal of his time over at the Sword & Keg. It's a cheerful, lusty sort of tavern, where the sin of moderation is rarely practiced. Bards are always welcome, but even when none are to be found, the fighters will sing their own songs, making up in loudness what they lack in experience. They've even worked the Mantra of Valor into a ballads, I hear.

Fact is, most everyone in town passes their time at the Sword & Keg. About the only person you won't find there is Peer the shipwright. He's kept pretty busy fixing all the furniture, or making replacements when need be. Did I mention things get a little rough at the Sword & Keg? I wouldn't go there late in the evening. Be careful whom you speak to about rats and mice as well

** *I sense that Heftimus the beggar knows something that will be of importance to you. In the fullness of time, the subject about which you must ask him will become clear to you.* **

Lycaeum



The Lycaeum. Earnest … and dull. I must admit a certain fondness for the scholar-mage Mariah, but I'm afraid I don't suit her fancy. At least you can always get a straight answer out of her. Don't even bother talking to Thariand — he's full of nonsense. The astronomer is little better; he lives for his star-gazing, and for grinding ever fancier telescope lenses. Dargoth, at least, is a down-to-earth sort, one I can understand. But there's no strong drink to be had anywhere around. The road south to Moonglow is the finest attraction in town, as far as I'm concerned.

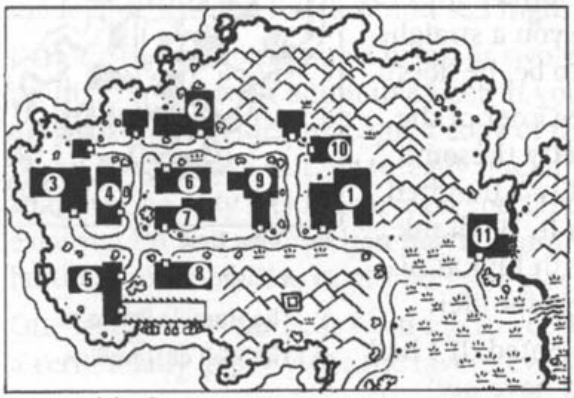
1) The Lycaeum
2) Xiao the Mage
3) Dargoth the Healer
4) Observatory

*** It is crucial that you show Mariah the Gargoyle book as soon as possible. Xiao lives to the northwest. She sells general-purpose spells, and also sells Eighth Circle spells to those who prove themselves worthy. Speaking with a Wisp should provide the key. You may find it easier to find one at night. ***

Minoc

All artisans go to Selganor for guidance, and I must admit I've picked up a tip or two myself. I hear your friend Gwenno is helping out with guild business, and Julia is living up there as well. Wouldn't be a bad place to visit if you're trying to gather together a large party.

The inn is comfortable, and there are plenty of trinkets for small gifts. So why do I visit so seldom? There's one thing missing! How can you have a town of artists without proper inspiration? I'm speaking, of course, of a tavern, which Minoc is sorely lacking. When I complained, I got a lecture on how I should meditate at the Shrine of Sacrifice out in the desert. Well, that's one mantra that will never cross my lips! I have bad enough memories of my one visit to that shrine anyhow, as I'll tell you presently.

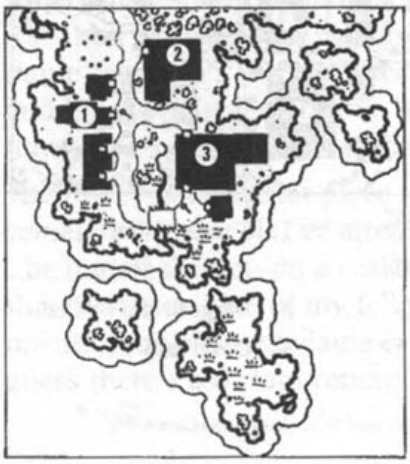


1) Governor's Mansion
2) Healer's Mission
3) The Tinker's Inn
4) Basket Weaver
5) The Crow's Nest
6) Glassblower
7) Clockmaker
8) Death Watch Armoury
9) Artisan's Guildhall
10) Instrument Maker
11) Sawmill

*** I feel that you must join many of the guilds of Britannia in the course of your quest. I will say more of this as the signs grow clearer to me. I also feel that Michelle may provide you with assistance in constructing something special ***

Moonglow

They call Moonglow the town of Honesty. The town of drunkenness would be more to the point. The Blue Bottle Tavern serves the best ale you'll find anywhere. My old pal Derydlus practically lives there, and Manrel does almost as well. Him you might catch working occasionally, but nobody's perfect. There's a chap named Beyvin I used to play poker with. He was a decent sort, but he passed away last year under rather unfortunate circumstances ... Seems he had an allergic reaction to a short piece of steel between the ribs. Now he's got a nice crypt in the secret catacombs under the tavern. Manrel slips down there when he can to pay his respects. They were cousins, and Manrel's got the only key to the crypt. There's a secret door in the Blue Bottle's pantry that leads there.



1) Lord Aganar's Manor
2) Penumbra the Seer
3) The Blue Bottle Tavern

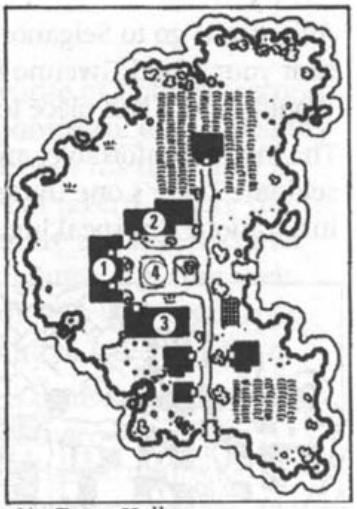
There's one other you should know about — Penumbra. Nobody knows what was going on between her and Beyvin, but she always had a smile on her face when he was around, These days she mostly keeps to herself. She's a strange one, all right, but if you need to know the Mantra of Honesty, she's probably the one to help you.

New Magincia

Here's an town where everyone's always striving to be humbler than everyone else. Of course, you can't really brag about how humble you are, or you've defeated the purpose, haven't you?

It's a queer place. They've got a lord who's more interested in magic tricks than in running the place. There's the farmer with his hippo carvings, and the shepherd who'll never give you a straight answer. Keeps his flock where the moongate used to be, he does!

Conor the fisherman used to be guildmaster of the Order of the Silver Serpent (that's the warriors guild) and is pretty tiresome about it. if he wants to chant the Mantra of Humility a hundred times every morning, I'll not speak against him for it. He drank me under the table once, after I'd shared dinner with him at his hut, and any man who can do that earns my respect for life!



1) Town Hall
2) Weaver
3) The Humble Palate
4) The Well of Humility

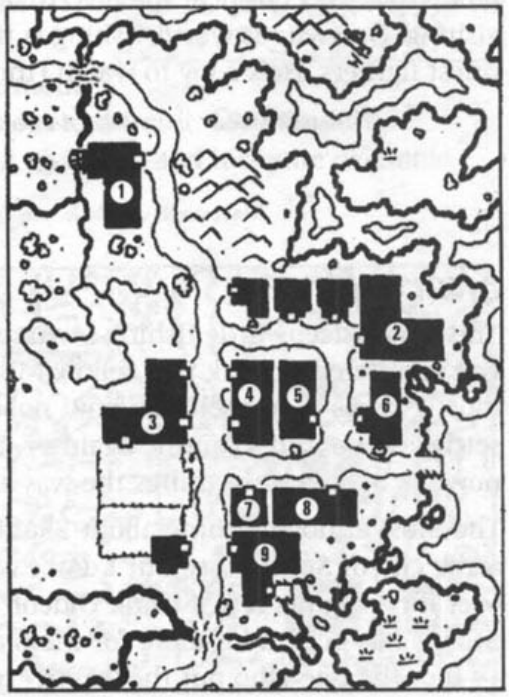
There's a lovely young weaver there who's quite talented. If I had the money for it, and weren't a wandering soul, I'd have her weave me cloth of the finest silk, and make bedsheets fit for a king! But I live a somewhat humble life myself, and settle for whatever accommodations the road may offer. Many a

clear patch of grass has served for my rest, though I prefer a bed by a fireplace, with company to keep me warm when the fire has died to ashes.

But I'm getting off the subject. I mustn't fail you by forgetting to describe the local tavern — the first and most important thing any visitor to a strange town must know. It's called the Humble Palate, and I'm afraid it's not a very lively spot. The food is excellent, but Dunbar doesn't take much care in selecting the spirits he serves. Still, the prices aren't bad, and the service is friendly. Certainly worth a visit while you're in town. Of course, I've never found a tavern that wasn't ...

***You will need a magic shield to complete your quest. There is one on this island. Whether you should steal this one, or follow a longer yet more virtuous path to acquire another, is not for me to say. ***

Paws



1) Flour Mill
2) The Cat's Lair
3) Dairy
4) Slaughterhouse
5) Seamstress
6) Weaver
7) Rope Maker
8) Thread Maker
9) The Sweet Dreams inn

Now here's a town not burdened with the chanting of mantras and such foolishness. The Cat's Lair Tavern is a friendly place — if they served Frasier's Folly there, and didn't have those darn Siamese cats underfoot all the time, it would be just about perfect.

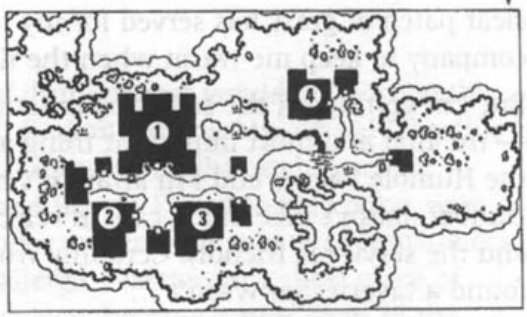
This is a simple town, with little of use to a seasoned adventurer. There are no dungeons, no weapon shops, nor even idle warriors who might be willing to join you. You will find plenty of good hard-working people, though. And for any who's willing to spend some time playing the merchant, there's money to be made here as well. Buy low and sell high, as they say.

Of course you should buy a drink or two with your profits! Dr. Cat is an admirable host. If you want to get on his good side, take him a copy of that book he's looking for. I think the Lycaeum library might have it. I am already one of his favorite customers. Why, he likes my singing so much, he only lets me do it on special occasions, to keep the experience fresh and exciting! I'd be careful when playing him at Nim, by the way ... don't let him trick you into betting too much. You might be safer playing Flippits with Thindle and Mortude instead.

One last note — far be it from me to gossip about my collaborator, and yet ... rumor has it a certain lady gypsy visits the tavern every Thursday night, and stays long after closing.

***You may have need of those who can work with silk. You will find what you need in Paws. And if there were anything between Dr. Cat and me, it would certainly be none of Mandrake's business! ***

Serpent's Hold



1) Serpent's Hold
2) Siege Crafters
3) Salle de Loubet
4) The Griffon's Den

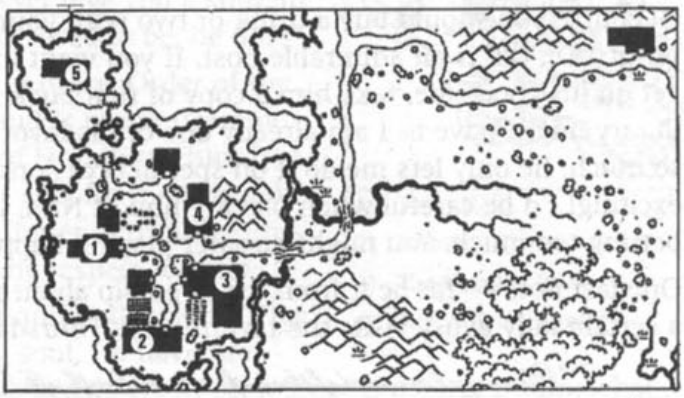
The castle of Courage, this hold is home to the Order of the Silver Serpent. That's the warriors guild — they go in for fancy language, which is great for making small feats of bravery seem more impressive. The tavern is a fair distance from the hold proper, but that's probably a good thing, with all those ambulatory tin cans running around. Wouldn't do to have them bumping into each other all the time. Surely you'll be able to recruit some warriors there, if you feel the need. Oh, there's a pirate that lives out near the tavern, by the way. But she's a sourpuss, and hardly worth visiting. One who is worth visiting is the swordsman, Loubet, trainer of some of Britannia's finest fighters. He's a joy to watch (though he works his students far too hard to suit me).

** *I sense that this "sourpuss" pirate is well worth visiting. Why, I cannot say. As for Loubet, train with him and your dexterity will improve.* **

Skara Brae

This was a sleepy little fishing town, but it hasn't been quite the same since poor old Quenton was murdered, I think that fellow Michael did it. He lives a fair ways outside of town, and mostly keeps to himself. Anyhow, nobody's been able to prove anything, and things have settled down into a routine again — just changed a bit, without Quenton around. I think by now it's best to leave things the way they are, and not go stirring up old wounds.

The most annoying thing about Skara Brae is that book you find all over the place. Maybe it *is* the city of Spirituality, but I don't want to be reading about the mantra every time I stay over for a night's rest. I think Gideon's leaving those books all over the town. If you ask me, Stivius has done a lot more for the place — he's the one who put the "spirit" in "spirituality." He let me tour his wine cellar once — surely the best stocked in all Britannia! It was a meaningful experience, I can tell you …

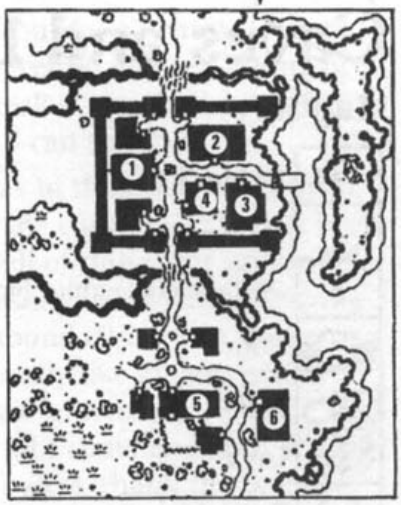


1) Town Hall
2) Wine Maker
3) The Haunting Inn
4) Dezana the Healer
5) Horance the Alchemist

** *Horance the alchemist lives on an island just north of Skara Brae. He specializes in selling attack spells.* **

Trinsic

1) The Mayor's House
2) The Fool's Pair o' Dice
3) The Paladin's Protectorate
4) Blacksmith
5) Stables
6) Wounds of Honor



They claim to be the city of Honor, but the folk there don't seem to put much faith in the honor of outsiders. There's a big wall around the place, and guards patrolling everywhere. Maybe the lack of trust there has something to do with the tales I hear that Whitsaber has a secret past. Where an old scoundrel like him learned the Mantra of Honor I can't imagine.

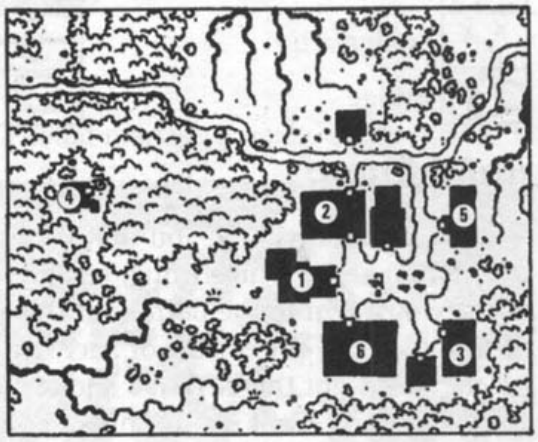
Some folk live outside the wall — my dear friend Immanuelle, for one. She runs the finest stable you'll ever see, and I won't deny we've done a little horsing around, on occasion

There's an armoury with some of the best weapons and armour money can buy, and a healer to patch you up after you go out and test it. Most important, though, the Fool's Pair O' Dice has the lowest priced mead available, and it's quite palatable.

** *Sandy can tell you more of Whitsaber's secret, if you do him a favor first.* **

Yew

1) The High Court
2) The Slaughtered Lamb
3) Arms of Justice
4) Logger
5) Tailor
6) Prison



Lady Lenora runs Yew and its courts with an iron hand. I think her parents spent too much time drilling the Mantra of Justice into her head. She's thrown poor Boskin into jail, and put Sinjen in the stocks. At least Boskin has a kind keeper — Pridgarm should be playing checkers, not running a prison. He lets most of his prisoners "escape," and if Boskin's crime weren't so serious he'd have done the same. As for Sinjen, well, perhaps folk won't worry so much about their daughters for a while. He can hardly do much damage — not while he's in the stocks, at least.

Now, the Slaughtered Lamb is one tavern I'm none too eager to see again soon. I lost a bet to Andrea over an arm-wrestling match, and the debt is not one to be paid in coin. Just the thought is enough to drive a man to drink. Which is no great feat in my case, but still

Little else to note. Yew supplies fine wood for making furniture and such. The logger, big Ben Hurleson, lives outside town. He ships most logs to the Minoc sawmill for cutting.

** *If you speak with Boskin, take what he says with a grain of salt. Discuss what he tells you with Lenora before taking any definite action.* **

Caves and Dungeons

Map Key



Ladder Up
Ladder Down
Obstacle (stalagmite, brazier)
Door
Water
Lava
Bone Arch
Hole Down
Geyser
River
Spiderweb
Bridge

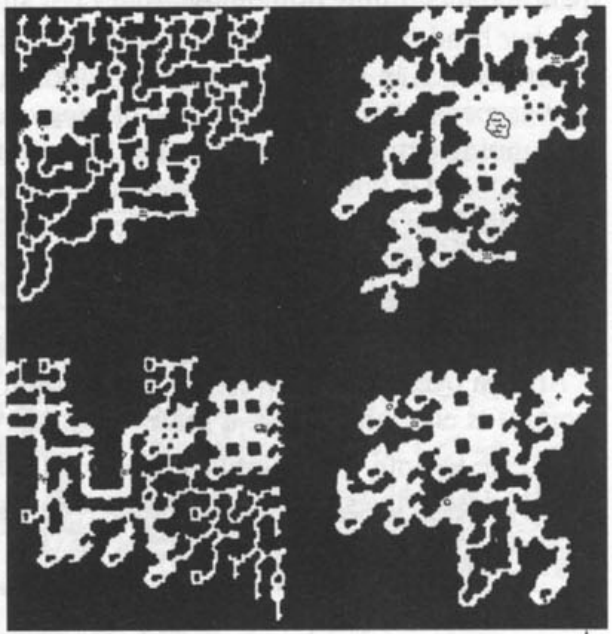


Trap (field, spikes, bear trap)
Cage
Grave
Switch
Lever
Platform
Pillar
Statue
Room, Building
Puddle
Secret Door
Obstacle



Swamp
Pier
Skiff
Guillotine
Stocks, Signpost
Well
Logs
Shipwreck
Graves
Dungeon Entrance
Lamp Post
Ship

Ant Mound



Now, my friends will tell you that I was drunk and imagined the whole thing, but I really was all the way down to the bottom of this place. It all started out at the Shrine of Sacrifice. Don't ask me how I got there. That's a long story in itself, and one I don't like to think about. Anyhow, a band of brigands decided it would be best if I were to sacrifice all my drinking water, and my wineskin as well, to say nothing of my horse and the gold I was carrying. I tried to make it out of the desert on foot, but was already thirsty when they surprised me at the shrine, and I soon collapsed from the heat.

I woke up someplace cool and dark, and when I struck a light there were giant ants

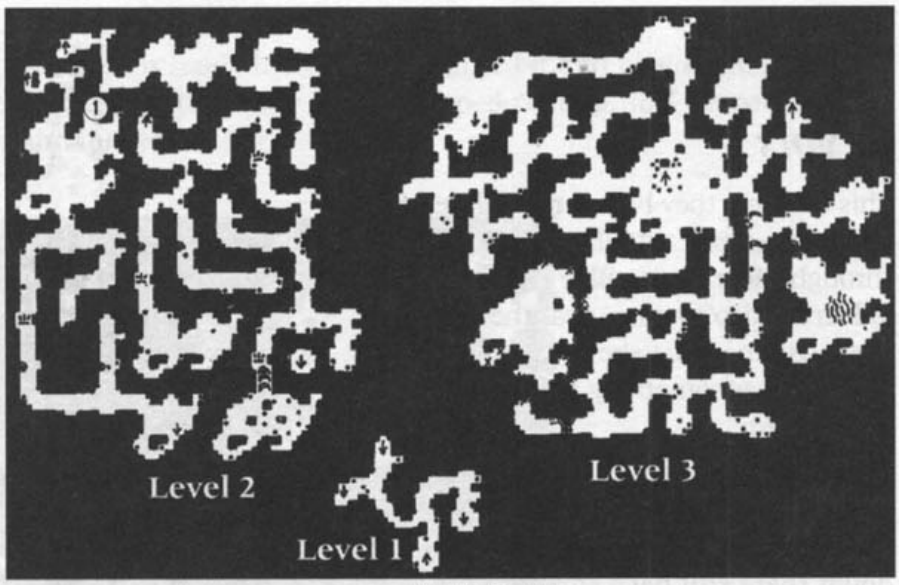
everywhere. Now, some say there's a fairy godmother who looks out for all bards. If there is, I'm sure she was working overtime that day. Not only had I recently received a Ring of Invisibility as a gift from a lady friend, but I had managed to sneak it into my boot before the brigands noticed it. I put that ring on in a mighty big hurry, I can tell you!

Once I was safe, I got curious, so I started exploring. Seems I was in the Queen's chamber, brought down as food or something. There was a fellow over in the corner who hadn't been as lucky as me. On the third level up, I found a big trash heap full of things the ants didn't care to eat, I suppose. As I moved on, I saw workers scurrying around everywhere, moving around bits of trash, digging new tunnels ... it's like an underground city. Up on the second level I found one of their food storage chambers. It seems they really like grapes, which makes them creatures after my own heart, in a way. I prefer mine fermented, but there's no accounting for tastes. The grapes seemed fresh enough, so I ate all I could and then stuffed my pockets with more. 'Twas enough to see me out of the desert alive, thank the fates. I also found a small pond down there, and there were nightshade mushrooms everywhere. I was just starting to figure out the pattern of tunnels on the first level when my invisibility wore off, and I had to make a run for it. I tell you, it was an experience I'll never forget.

*** Though they will attack you to protect their home, there is no evil about the giant ants. If you would spare their queen, that would be an act of great compassion. ***

Buccaneer's Cave

I had to go through this cave once, but I don't know if I could manage it again. Some gremlins stole all my food before I'd gotten far, and that's not the worst of it. While I was wandering around, looking for the tunnel that leads to the sewers, I ran into just about every sort of monster imaginable. Gazers, mongbats, drakes ... I think I even saw a daemon, but I can't be sure. I was too busy running away at the time to get a good look. If you love fighting, this place might be your idea of heaven, but it's not for me.

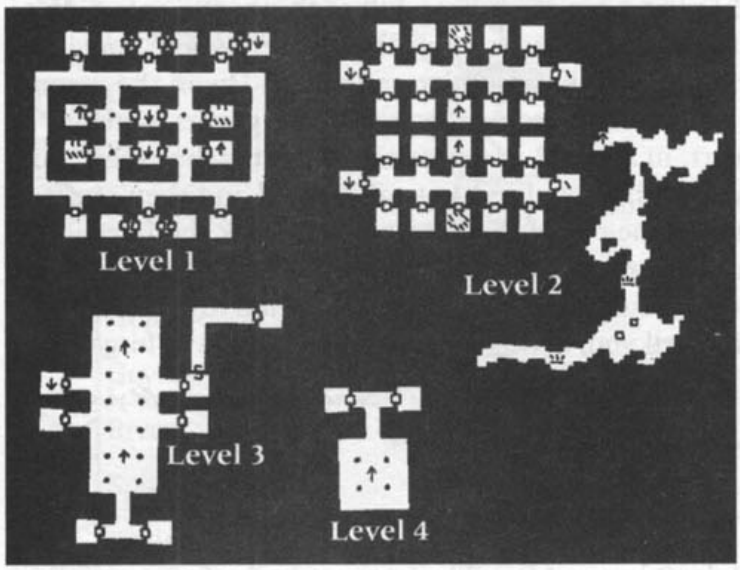


1) To Sewers

*** I see a chest on the second level in which you may find a magic bow and a glass sword. ***

Covetous/Wrong

I spent the night in Covetous on a bet once. Selganor didn't think I'd have the nerve. Covetous connects up with the dungeon Wrong now, and they're pretty much one and the same. Now, normally, I'm not the sort who takes to the idea of wandering around in dungeons when it can be avoided, not even when there's money involved. But I'd heard rumors about Covetous before, about the monsters down there being all caged up, and unable to hurt you unless you wander too close. And bust a lute-string if those rumors weren't true — at least, on the first two levels. I heard some nasty sounds drifting up from the ladder that led further down, and I decided not to venture any further. I saw some people imprisoned down there as well, but I didn't take any chances with them. Who am I to say that whoever locked 'em up didn't know what he was doing better than I?

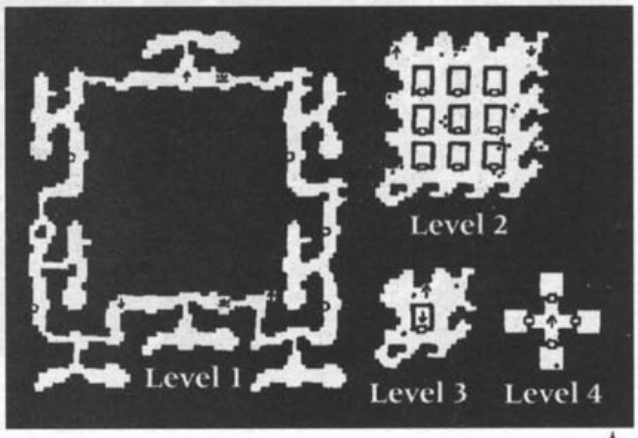


** *On the third level there is a secret door you must seek.* **

Crypts

This is where they buried my pal Beyvin, and my old master, Cantrell. You can get here through Moonglow's Blue Bottle Tavern, or a ladder in Xiao's house, near the Lycaeum. Don't ask me what she does down there … maybe it has something to do with her experiments.

I don't go down to pay my respects much, these days. The place is too dank and slimy for my tastes. I know a lot of the bodies down there still have some of their worldly possessions buried with them. As to



whether it's best to respect the dead, leaving them undisturbed, or put the needs of the living first, taking whatever might aid your quest — well, that's a moral dilemma I'll let you resolve for yourself. If you find your way down to the fourth level, though, that's another matter. I haven't been there, but I hear that before the unification of Britannia, the treasure chambers of the rulers of Moonglow were there. If some of that old forgotten hoard still lies there after all these years, surely it would do no harm to bring it out for some fresh air and sunlight.

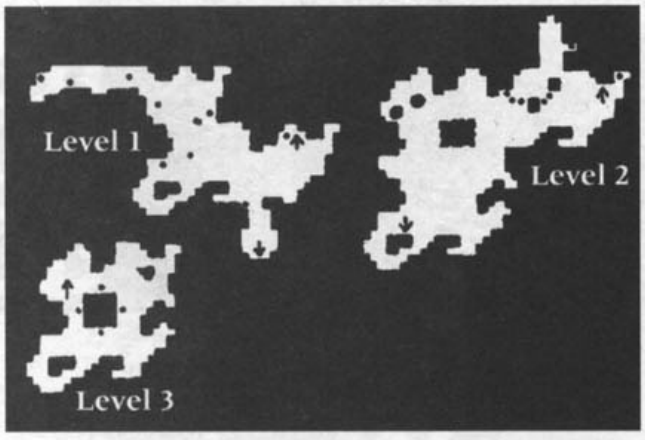
** *Whosoever shall search this place with care will find magical wands that grant mastery over the element of fire.* **

Cyclops Cave

This is a simple place, home to a small tribe of cyclops. I wandered in there once, thinking it deserted and a good place to take shelter on a rainy night. The cyclops don't speak our tongue, so when they found me I started playing a song on my lute. Lucky for me, they liked it, and started clapping their hands with glee and hopping around to the tune. You should have heard the ground shake!

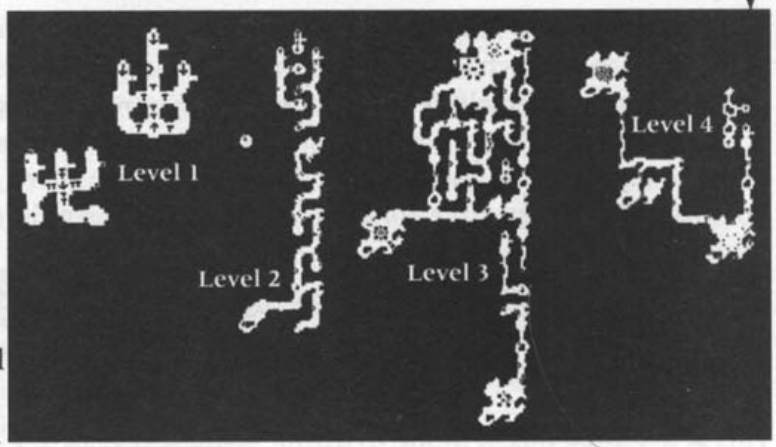
When I was finished playing, they took me down to the bottom level and shoved some meat and fish at me. The food didn't smell too fresh, but I put it in my pack anyway. It didn't seem a good time to be perceived as ungrateful. I was baffled by the huge stockpile of powderkegs down there at first. Were they preparing for a siege? When we went back upstairs and I watched them eat, the answer became obvious. They were using the kegs like pepper shakers, sprinkling the stuff on their food for flavor! One of the younger ones liked to sprinkle the powder into the cooking fire and watch it sizzle. I'm just glad he didn't blow us all up.

After they finished eating, the cyclops made it clear they wanted me to play some more. So I kept at it until they all fell asleep. By that time it had stopped raining, so I slipped away and found someplace safer and quieter to sleep.



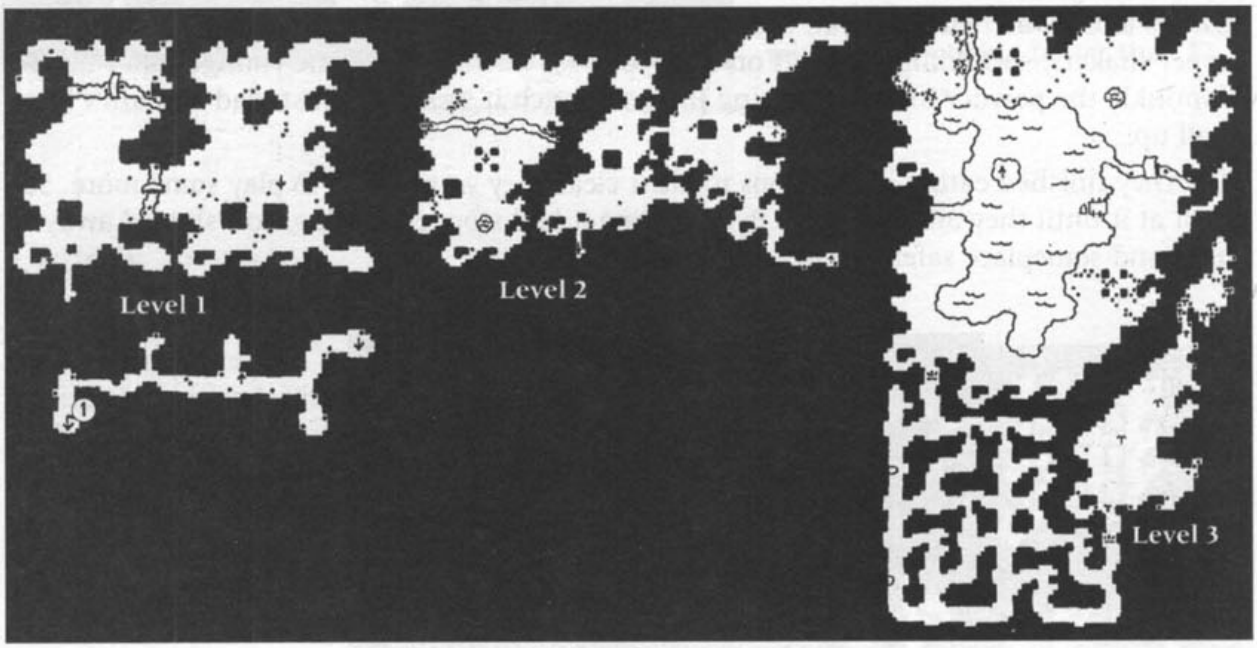
Deceit

I got this map from a fellow in Serpent's Hold. He said that the dungeon was filled with traps, and worse besides. Corpsers live down there that'll grab you by the feet and drag you under. There's also a strange society of evil wizards, shunned by all decent folk, who call Deceit home. Rumor has it they perform experiments on children …



*** The Reveal spell will make plain the whereabouts of traps, so you can move them out of your way. And yet it may be best that you not venture into this dungeon at all, It is an evil place, and I sense precious little in the way of treasure in it. There is a magic staff somewhere on the 4th level, though, of that I am certain. It is on the body of a mage who was slain, along with his two companions, by savage beasts. ***

Despise



1) To Heroes' Hole

This old mine still provides much of the gold for the mint at Britain, so be sure to take a pick and shovel if you go to explore it. A good supply of weapons and armor wouldn't hurt either, as quite a few varieties of wild animals and monsters make their homes in Despise.

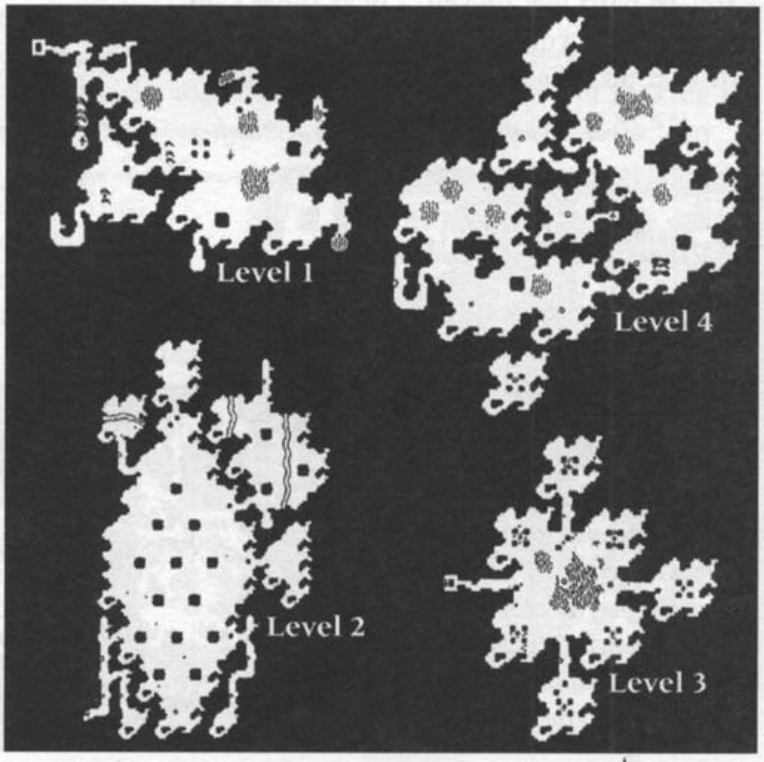
Actually, if you can find a good spot to mine without going in very deep, you can avoid the worst of them. There is an underground lake down at the bottom that I hear may be the largest of its kind in the whole world. I haven't been down that far, nor would I care to carry a skiff such a distance. Such exertions are more properly undergone by warriors than a delicate soul such as myself.

*** The small island in the lake bears a ladder leading upward. In exploring the chamber it leads to, knowledge of the proper usage of the Vanish and Reappear spells may prove to be valuable. ***

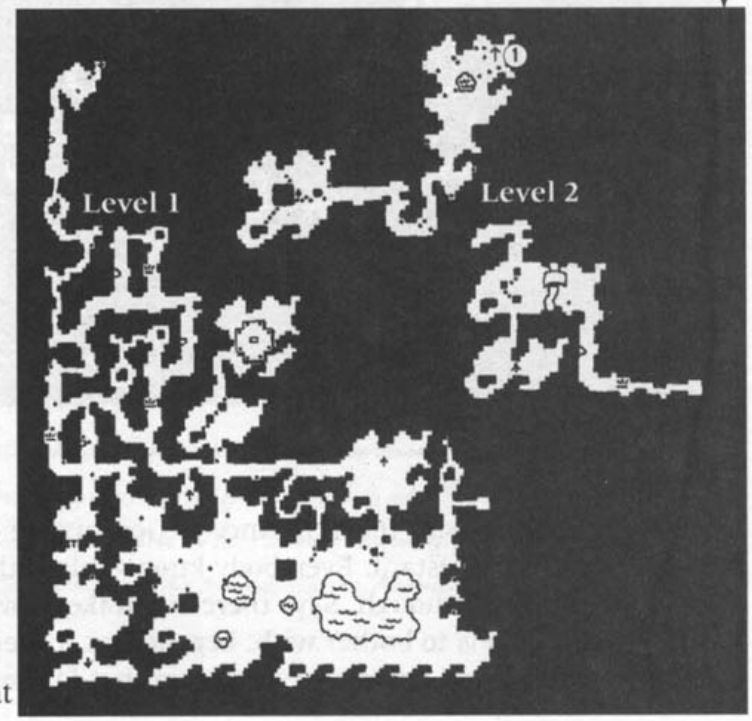
Destard

I prepared this map with the assistance of Gertan, one of the few people foolish enough to brave the depths of Destard. Everybody knows this is the lair of the dragons. Gertan has a thing about dragons, though. Says there are drakes down there too, to eat up anything too small for the dragons to bother with. Legend has it there's an egg chamber on the fourth level, but I don't think anyone's ever gotten that far and lived to tell about it.

*** In the egg chamber are many magical treasures, as well as the next generation of young dragons yet unhatched. Two cooks will ask you to bring them dragon eggs. 'Twould be well if you take only what you need, and leave the other eggs undisturbed. ***



Heroes' Hole

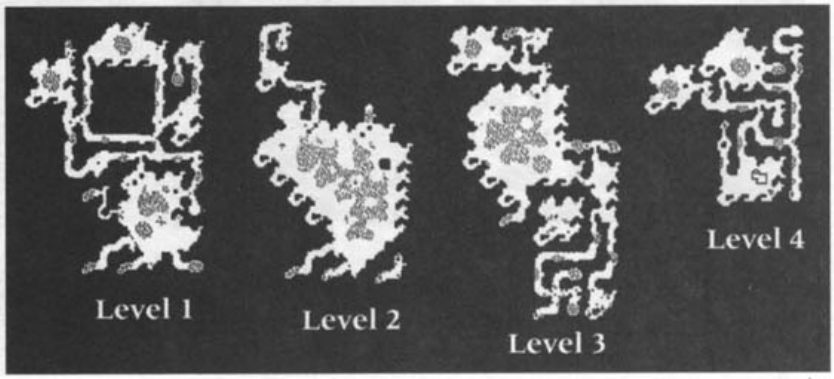


1) To Despise

Now here's someplace I've never been, and never will be if I can help it! Would-be heroes from Serpent's Hold sometimes journey here to test themselves. They just want something to brag about back at the Hold, no doubt. One who actually made it back provided me with this map. From what I hear, the place is aptly named — though not deep, it features enough variety of monsters to satisfy just about any hero. Alligators, reapers, acid slugs ... I've heard tales of an enormous hydra down there, and a vile necromancer as well, with his servants, living and unliving both. A fine test for a valiant warrior, perhaps, but no place for a carefree bard like myself. I hear there's an underground connection to the dungeon Despise, but that place is no vacation spot either ...

*** I can see nothing of your future in this dungeon. If any important part of your quest indeed lies here, it is concealed from my view. ***

Hythloth



Hythloth — that's an ugly word, almost as ugly as the memories it brings back for me. When I was escaping from the Gargoyles, I bumped into a pair of rogues who'd just looted one of those big pyramids they have down there. Morwin and Daglar, they called themselves. Making our escape together seemed like the obvious thing

to do. If I'd known them better, though, I'd have run back the way I came and taken my chances with the Gargoyles ...

Once we managed to sneak into Hythloth, they showed their true faces. They decided I should walk in front the whole way, in case of traps, and they backed up the notion with drawn swords. Lucky for me there were no traps down there. What's worse, though, they also thought it best that they should lighten my load by about the weight of my wineskin, the contents of which they disposed of between them — not even a drop for me!

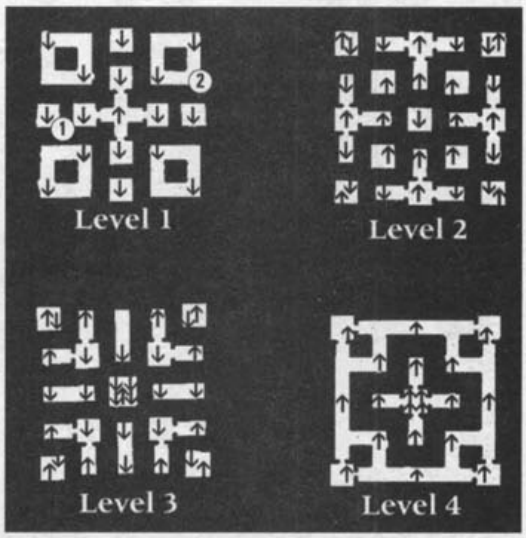
Truth be told I don't remember many details of the dismal caverns we climbed through. Between the bickering of my "companions," and running from vile beasts, I was pretty distracted. I did see a hut down there, which could be where Captain John is staying these days. He'd have to be crazy, though. Volcanic activity seems to have chased off most of the monsters that used to dwell in Hythloth, but the drakes and dragons seem to thrive on it. Mayhap they eat lava to replenish their inner fires.

***Captain John has precious information to share with you, if you will but seek, him out.* **

Library

Under the Lycaeum there are more books than you'll find anywhere else in Britannia. And more dust as well! Trouble is, the place was never really planned out. Whenever they needed more space, they just dug out another room somewhere and put in shelves. These days the scholars call it "the maze" more than they call it a library. The books aren't kept in any particular order either. Rumor has it the scribe Shalineth went down there twenty years ago looking for a particular volume, and hasn't been seen or heard from since. I went looking for a book of bawdy ballads, and never did find it. Fortunately, I left a trail so I could find my way back out again! I did run across a copy of *The Wizard of Oz*. Later (of course) I heard that Lord British had offered a reward to anyone who finds him a copy of it — some gems or something. You might also look for a copy of *Snilwit's Big Book of Boardgame Strategy* down there. Dr. Cat said he'd tear up my tab if I brought him that book, but I'm not going down there again. The musty air is bad for my throat, and a bard's throat is his livelihood. That's why I always keep mine well lubricated

***My dreams have shown me that The Lost Book of Mantras is connected with the Wisps somehow. You may find it in the library.* **

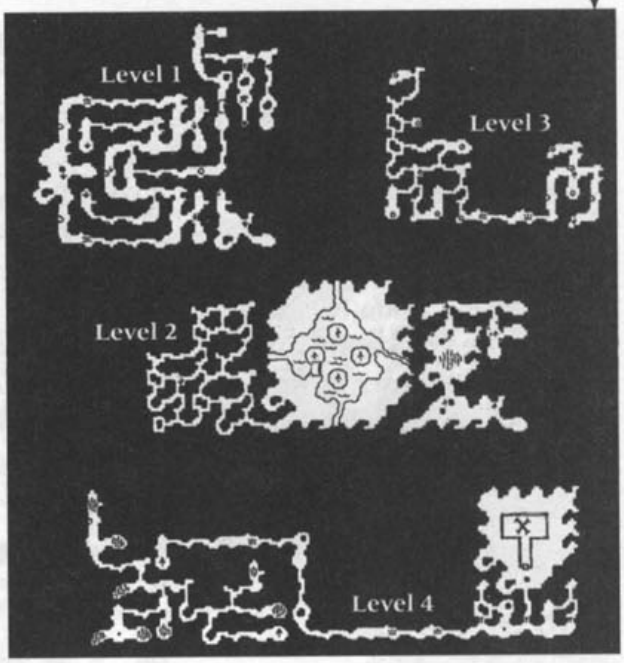


1) Book 2) Book

Pirate Cave

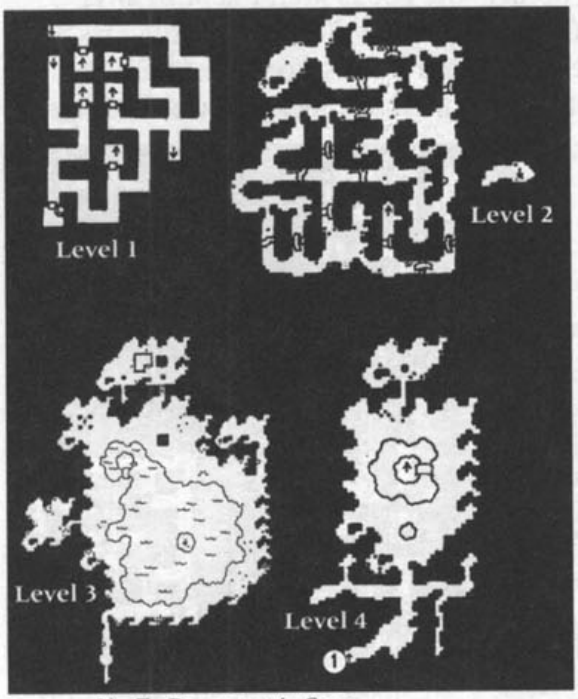
I can't tell you too much about this place. An old pirate gave me this map and said there was a great treasure buried there. Lot of good it does having a map without knowing where the cave is! I think he made the whole thing up, just to have a good story to exchange for drinks at the tavern.

*** Finding this cave will prove vital to your quest. There is one at Buccaneer's Den who has knowledge of it. ***



Sewers

Lord British thought it would be a good idea to develop a system of sewers in Britain. It's getting to be a very big city, and he wants to keep things sanitary. He didn't realize the tunnels would turn into a breeding ground for monsters! I guess the rats and slime feed on the garbage that gets washed down there. But there's worse monsters than them. Seems the tunnels connect to a natural network of caverns that lead all the way to Buccaneer's Den, right under the sea herself!



1) To Buccaneer's Cave

Now, I used to go down under the castle, whenever I needed someplace private to take ladies who couldn't afford to be seen with me. Daros always knew when I was down there, but an occasional gold coin or two was enough to get him to mind his own business. One day, I found myself in Buccaneer's Den, with no money, no boat, and rather more to explain to a band of angry pirates than I felt prepared to deal with. I felt it prudent at the time to sneak through Buccaneer's Cave into the sewers. I hope that's not a stunt I'll have to pull again.

There are trolls, bats, headlesses, gremlins, and cyclopses down there — even a sea serpent or two! I was lucky I found a skiff on the third level near the ladder, because I wouldn't relish the thought of swimming in the sewer water. That skiff might still be there if you went looking. I left it by the island with the bridge leading out to it.

A lady named Phoenix lives down on the third level as well. She's a fine figure of a woman, and has a pretty nice place set up down there. A bit too aloof for my tastes, though. Perhaps it has to do with the belt I saw her wearing. "Outsiders" aren't supposed to know, but I recognize the sign of membership in the thieves guild when I see it. I left her boudoir in rather a hurry after she tried to part my hair with a dagger. It'd serve her right if you were to steal back some of those fancy things from her. She had some nice-looking treasure stored out behind her house.

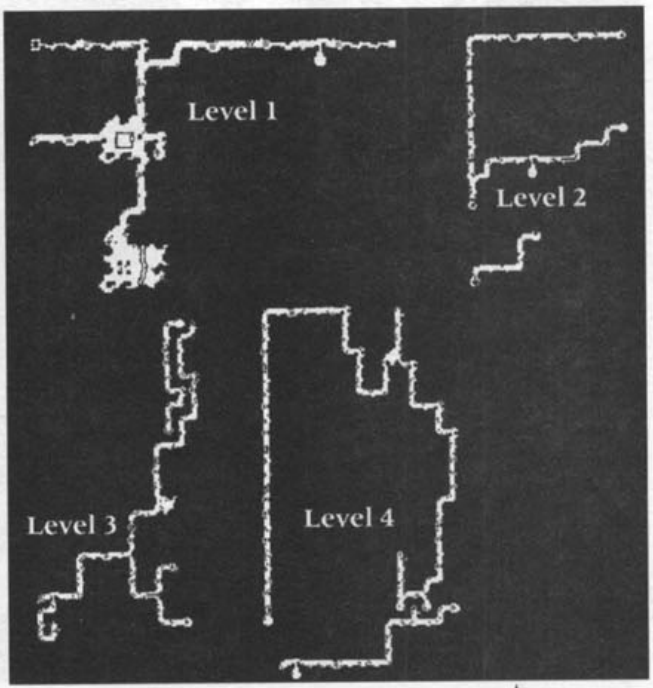
Anyway, by the time I got back to the part of the sewers I knew, I was so eager to get back to the surface I didn't worry too much about which ladder to take. Ended up in a closet in the Wayfarer Inn. Just my luck, it was in one of the occupied rooms. "Don't mind me," I said to the couple that was staying there, but I imagine they probably did. I didn't stick around to find out.

You may find some potent magical items in Phoenix's treasure chests, but be wary of the traps she has placed to protect them.

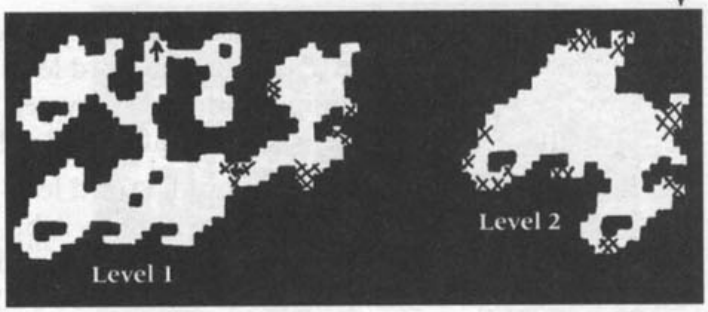
Shame

Now this is my kind of dungeon. Not that I'm normally interested in going into dungeons at all, but this was different. Sionnach convinced me to go down there looking for gold with him, and I have to admit, he was right. There were nuggets of it just lying around on the ground all over, and more to be found with shovel or pick. True, there were bats and rats and a few alligators down there, but we didn't have too much trouble. And we both had swamp boots for wading through the muddy parts. It was a most profitable excursion, and I had quite a nice visit with Terri at the mint in Britain afterwards.

At the very bottom of this dungeon, someone wanders lost and hungry. He needs your help.



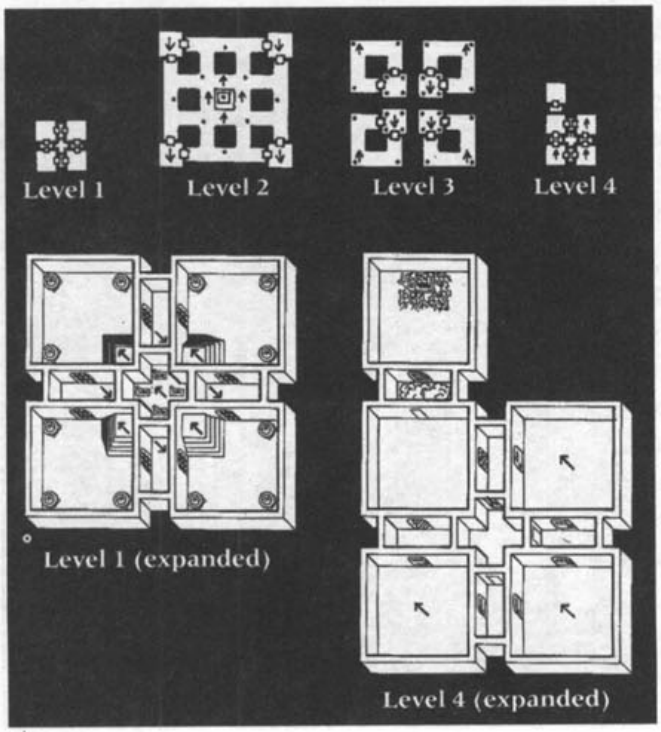
Spider Cave



By now you probably think I'm going to tell you some romantic story about how I found myself trapped in a spider web, but managed to draw my dagger, cut myself free, and escape. Well it's just not so. It was Johann who did that, and he told me all about it. Apparently the webs aren't too hard to hack through if you've got a good weapon, and as long as there aren't any spiders gnawing on your leg while you try it. Johann said it looked like some of the bodies down there still had equipment on them, but he didn't want to stick around and check because the spiders might come back. Myself, I feel that you should always search bodies, whether you killed them yourself or not. You never know when a bottle of wine might be languishing somewhere, just begging for someone who could appreciate it to come along.

*** The spiders in this cave can provide you with an inexhaustible supply of spidersilk, of high enough quality to be suitable for spellcasting. ***

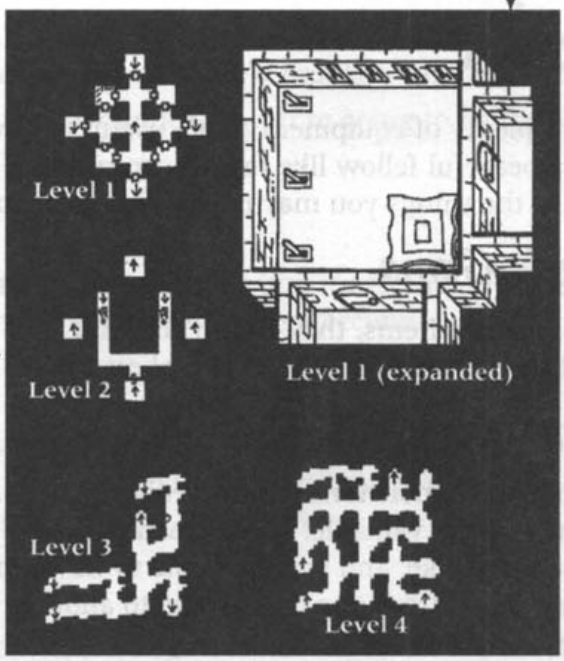
Stonegate's Basement



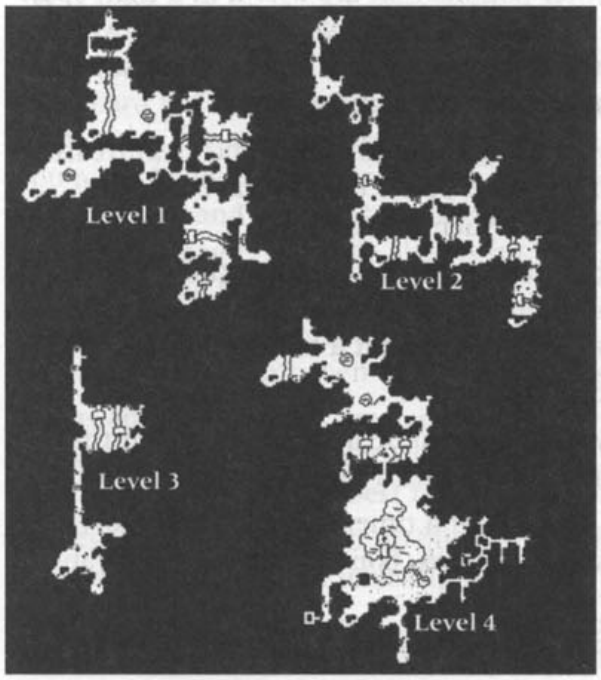
There's a couple of cyclops living at Stonegate these days that have somehow learned our language. Maybe it's from the little kid I saw there. Anyway, I'm sure they haven't done anything to change the basement, so these old plans of it I found are probably accurate. I doubt there's much down there, though. The cyclops just use it for storage, and they don't have much in the way of possessions.

Sutek's Castle

I almost ended up on one of Sutek's work crews, a job which always proves fatal, from what I hear. if you ever speak with this lunatic, humor him to avoid his wrath, then sneak off quietly when you can. He's had slaves dig a four-level dungeon beneath his castle, and some of their bodies are down there still. Oh, keep an eye out for his deadly "pets," as well.



Swamp Cave



This used to be Geoffrey's favorite place to go adventuring, back before he was made Captain of the Guard. Most people don't know about the place, which, according to Geoffrey, keeps it "unspoiled." I'd say "infested with monsters," but everyone's got a right to their own opinion. I have heard that there are lovely rock formations down there. Perhaps if you come out of the place alive you can tell me about them someday.

** *The mage Tirnoth perished in this cavern, slain by giant scorpions. Britannia is truly poorer for his loss.* **

Items

There's plenty of equipment that's useful to have when you're travelling around Britannia. Even a peaceful fellow like myself can run into all manner of strange mishaps. Here are some of the things you may need to know about.

Magic Gems

Terribly useful items, they'll help you find your way when you're lost, and can occasionally reveal the presence of hidden chambers as well.

Moonstones

Like potions, moonstones come in eight flavors. If you can get hold of one of them, they can prove quite valuable. If you learn the *Gate Travel* spell, then you can bury a moonstone anyplace you like, and you'll be able to travel to that spot instantly whenever you need to. You can travel from one moonstone to another without the spell, but you need to watch the phases of the moons to do that dependably.

Potions

Now for my money, the finest potion is a little of the hair of the dog that bit you. But I must admit the alchemists these days brew up other potions that are useful in a tight spot. There's a few you'd best avoid, as well! I think all potions, good and bad, were discovered by some gypsy, ages ago, but I'm no member of the alchemists guild, and couldn't say for certain. What I do know is that you can tell what a potion does by its color.

Black potions turn you invisible. You'll probably be using them to slip in and steal treasure out from under the noses of dragons and trolls. I've found better uses for invisibility potions — but I'm too much the gentleman to speak of such things.

Blue potions taste pretty good — much better than red ones. They awaken those under the influence of the sandman. Now, personally, I find sleep only slightly less important than wine, women and song, and I can't imagine what you might want a blue potion for.

Green potions are poisonous! I wouldn't drink one on a bet.

Orange potions put you to sleep. They're mostly used by chronic insomniacs. I find that a sufficient quantity of good wine has a similar effect, and a much more agreeable flavor.

Purple potions provide magical protection from attacks for a time, enhancing whatever armor you may be wearing. They also protect against swamps, poisons, spikes, bear traps, fire and so on. Handy to have around.

Red potions will cure any form of poison, but they taste terrible! My advice is to avoid getting poisoned in the first place.

White potions grant temporary x-ray vision. I still remember the time I drank one outside Terri's window. if a guard hadn't come by and chased me off, I'd probably be there still.

Yellow potions will heal you a bit, if you've been wounded. If you're going to be fighting Gargoyles, you'll probably need a whole lot of these.

Sextants

A sextant is a boon to any traveller. It determines your latitude and longitude. With a good map of Britannia, you should be able to pinpoint your location very accurately.

Skiffs

These are handy for getting around. A strong fellow like Dupré can carry one, if he's not too loaded down to start with. Having one with you is a good idea, particularly if you're exploring caves, where you may run across underground lakes or rivers.

Swamp Boots

These are the first things any serious traveller should buy. Made of the finest leather, these boots are watertight, and coated with a special oil to keep them dry. They'll protect you from any of the diseases or poisons you might otherwise pick up from leeches in the swamps. Utomo the Islander, who lives in Yew, specializes in these green boots.

Arms and Armor

I've heard tell of many extraordinary items that you might find useful in your travels: magic fans that change the direction of the wind, magic rings, and other such trinkets. But you're probably more interested in hearing about implements of destruction. I know that magic armor and weapons are about the best you can get. I'm not sure whether glass swords are magic, but they always hit, and can destroy most creatures with a single blow. Of course, one blow is usually all you get, as they're not very durable.

I avoid combat. When I can't, I always use a missile weapon, from as far away as possible. Some monsters can't even fight back unless they get close, and that's the way I like it!

Slings and boomerangs are very handy. They may not do as much damage as a crossbow, but you never have to worry about running out of ammunition. Of course, fire wands and lightning wands are the best ranged weapons, but they're mighty hard to come by.

Flasks of oil may get used up quickly, but the flames can keep burning a slow enemy for quite awhile. Use them to set up a wall of fire between you and your foes.

Against groups of monsters, a lit powder keg can be effective. After you light it, just drop it near your enemies, and make sure you're not too close when it goes off! Powder kegs are also handy for blasting through doors that are too strong to bash down with your sword.

The Art of Spellcasting

I don't know much about magic, but Taynith seems to think you'll need it to succeed in your quest. Never one to deny ladies, I'll turn you over to her for a while …

Certain spells are woven densely through the tapestry of your future. These crucial spells you should learn at the earliest opportunity. Unlock Magic, Dispel Field and Peer are all of the greatest importance. Untrap, Telekinesis, Vanish, Reappear and Great Heal play major roles in your destiny as well. After that, you may have need of spells that have powerful effects on your foes, such as Disable or Kill, or spells that affect many foes at once. Explosion can do this, and also blast through doors which otherwise prove obstinate.

Some other spells may help in various situations. For foes too powerful for you to oppose, Mass Invisibility or Time Stop should allow you to pass safely by. The X-ray spell, when properly used, will let you find hidden chambers with ease. Wizard Eye can be even more effective in this regard.

The Enchant spell places some of your magical energy in a staff, allowing you to cast more spells all at once. You may also give the enchanted staff to a companion, allowing her to make use of the spells you place therein, even though she could not normally master such magic. The enchanter, Nicodemus, who lives in the Deep Forest, will sell you the staff you need. He is a specialist, also, in selling protective magics.

Gate Travel can prove an especially valuable spell, particularly if Sherry the mouse is in your party. If you give her a moonstone, you can have her carry it through portcullises and bury it on the other side. Then, by casting a Gate Travel spell, you may join her there without having to find a lever to raise the portcullis.

One last spell must I note. If you learn the Armageddon spell, I pray you, under no circumstances use it!

One last piece of knowledge is vital to any aspiring mage — how to progress through the eight circles of magic. Only through the gathering of life's experiences can one can master more powerful magic. Each circle is twice as difficult to attain as the one before. If one rates the life experiences of an initiate of the Second Circle at one hundred, then here are the relative amounts of experience needed to achieve each successive circle.

Level	Experience Needed	Level	Experience Needed
1st	0	5th	800
2nd	100	6th	1600
3rd	200	7th	3200
4th	400	8th	6400

There is an additional requirement imposed on adepts of the Eighth Circle. Xiao can inform you of this.

When one is ready for advancement, the proper meditation must be performed at one of the shrines of the eight virtues. If one is worthy, one's natural abilities will be augmented.

Shrines

When one is ready for advancement, the proper meditation must be performed at one of the shrines of the eight virtues. If one is worthy, one's natural abilities will be augmented.

The Shrine of Honesty will raise one's intelligence.

The Shrine of Compassion will raise one's dexterity.

The Shrine of Valor will raise one's strength.

The Shrines of combined Virtues will raise more than one attribute, though not as greatly:

The Shrine of Justice will raise one's intelligence and dexterity.

The Shrine of Sacrifice will raise one's dexterity and strength.

The Shrine of Honor will raise one's strength and intelligence.

The Shrine of Spirituality will raise strength, dexterity, and intelligence all.

Lastly, the Shrine of Humility is for those who prefer to live modestly, relying only on their natural abilities. It raises no attributes.

Moonstones

I see that when you come to us again, you will have with you an Orb of the Moons, such as Lord British carries. If you have him instruct you in its use, it will prove to be immensely useful. It can save you from long journeys, transporting you instantly to any of the eight shrines or the cities of the eight Virtues — or even to the other side of the world! It can also allow you to escape quickly when a battle is going against you, or to return to the surface after finding some needed item in the lower depths of a dungeon. Here is a chart of the known positions for the use of the stone, indicating where each will take you.

Moonglow	Shrine of Honesty	Britain	Shrine of Compassion	Jhelom
Shrine of Humility	Shrine of Control	Castle of Lord British	Shrine of Passion	Shrine of Valor
New Magincia	Void	Avatar	Void	Yew
Shrine of Spirituality	The Slab	Shrine of Diligence	Isle of The Avatar	Shrine of Justice
Skara Brae	Shrine of Honor	Trinsic	Shrine of Sacrifice	Minoc

Useful Lists

Goods for Sale

Taverns

Tavern	*City*	*Mead*	*Ale*	*Wine*	*Rations*	*Extras*	
The Blue Boar	Britain	4	3	6	4	Cake	8
The Fallen Virgin	Buccaneer's Den	5	3	4	4	Ham	5
The Sword & Keg	Jhelom	4	3	6	4	Rolls	2
The Blue Bottle	Moonglow	5	7	6	3	Baked Brie	6
The Humble Palate	New Magincia	3	2	4	4	Fish	3
The Cat's Lair	Paws	3	2	5	3	Milk	5
The Griffon's Den	Serpent's Hold	4	4	4	4	Waybread	2
The Fool's Pair o' Dice	Trinsic	2	5	5	4	Grapes	3
The Slaughtered Lamb	Yew	4	3	6	4	Ribs	6

Inns

Rate per person per night		
The Wayfarer's Inn	Britain	8
The Warrior's Stead	Jhelom	5
The Tinker's Inn	Minoc	5
The Sweet Dreams Inn	Paws	5
The Haunting Inn	Skara Brae	4

Healers

Healer	*Town*	*Heal*	*Cure Poison*	*Resurrection*
Dargoth	Lycaeum	30	10	400
Dezana	Skara Brae	30	10	400
Stephanie	Empath Abbey	25	5	350
Tara	Minoc	30	10	400
Tiberius	Britain	30	10	400

Provisions

Efram (Britain)
Budo (Buccaneer's Den)

Item	*Efram*	*Budo*
Backpack	10	10
Bag	3	5
Flask of oil	4	5
Gem	20	15
Lockpick	—	7
Powder keg	30	40
Shovel	15	20
Torch	3	5

Shipwrights

Shipwright	*Town*	*Skiff*	*Ship*
Arty	Britain	40	300
Fentrissa	Buccaneer's Den	25	350
Peer	Jhelom	30	200
Trebor	Minoc	20	250

Horses

Wilbur	Britain	75
Immanuelle	Trinsic	60

Weapons and Armour

Iolo's Bows
Britain

Bow	30
Crossbow	40
Sling	10
Magic Bow	300

Lynn the Fletcher
Britain

Arrows	4/dozen
Bolts	3/dozen

North Star Armory
Britain

Dagger	10
Spear	20
Sword	50
Two-handed sword	90
Cloth armour	25
Chain mail	60
Heater shield	20
Iron helm	20
Leather armour	40
Plate mail	120

Buccaneer's Booty
Buccaneer's Den

Club	10
Dagger	10
Main gauche	25
Oil flask	4
Throwing axe	20
Cloth armour	20
Leather armour	40
Leather helm	10

Naughty Nomaan's
Jhelom

Bow	30
Club	10
Crossbow	40
Dagger	10
Oil	2
Spear	15
Spiked shield	25
Arrows	4/dozen
Bolts	3/dozen

Death Watch Armoury
Minoc

Dagger	10
Mace	35
Main gauche	20
Morning star	40
Sword	35
Chain coif	15
Chain mail	50
Ring mail	35
Scale mail	70
Winged helm	20

Siegecrafters
Serpent's Hold

Halberd	100
Hammer	20
Morning star	40
Throwing axe	15
Two-handed axe	50
Black shield	30
Door shield	40

(Siegecrafters)

Scale mail	75
Spiked collar	20
Spiked helm	25
Spiked shield	30

Paladin's Protectorate
Trinsic

Mace	35
Main gauche	20
Sword	4
Two-handed axe	50
Two-handed hammer	55
Two-handed sword	75
Iron helm	15
Kite shield	25
Magic armour	350
Magic helm	200
Plate mail	100

Arms of Justice
Yew

Club	10
Dagger	10
Spear	12
Throwing axe	12
Two-handed axe	45
Brass helm	20
Leather armour	35
Leather helm	7
Ring mail	40
Swamp boots	10

Immunities

Undead are immune to *Charm* spells.

Flying creatures are immune to *Tremor*.

Some monsters take double damage from *Fire* magic (see creature list).

Some are immune to *Sleep, Poison, Fire* or *Death* spells (see creature list).

Ethereal creatures are immune to *Armageddon*.

People and Creatures

Bold Strength means attack success is based on Strength.

Arm is usual defense value, based on armour worn or natural toughness of hide.

Dmg is how much damage the character or creature can inflict with a blow.

HP lists hit points.

Additional notes. Neutral characters and creatures rarely attack you. **Evil** characters and creatures usually attack you. **Wild** characters and creatures are much less predictable, either way. **Parenthetical lists** are items the character or creature *might* be carrying, or which (if killed) might produce — for example, a cow will produce meat.

	Str	Dex	Int	Arm	Dmg	HP	Additional notes
Bard	**12**	16	14	0	4	8	Wild (bow, sling, sword, ring mail, leath. helm, wooden shield, gold, lute)
Beggar	**8**	8	9	0	3	6	Wild
Child	**8**	8	9	0	2	6	Wild
Farmer	**15**	15	10	0	4	8	Neutral (hoe, pitchfork, cloth armour, gold)
Fighter	**20**	17	11	0	6	20	Wild (sword, x-bow, chainmail, curved heater, iron helm, platemail, gold)
Guard	**30**	30	9	0	8	100	Evil (crossbow, halberd, plate mail, curved heater, iron helm, gold)
Jester	**14**	16	12	0	4	8	Wild (dagger, sling, cloth armour, gold)
Lord British	**30**	30	30	30	255	255	Good
Mage	**10**	14	22	0	4	30	Evil, might cast *Magic Arrow*, *Fireball*, *Sleep*, *Conjure*, *Lightning*, *Charm*, *Paralyze*, *Flame Wind* (dagger, cloth armour, leather helm, spell scroll, treasure chest, gold)
Merchant	**12**	12	18	0	4	8	Evil (dagger, sword, cloth armour, leather helm, gold)
Swashbuckler	**15**	18	12	0	4	15	Wild (sword, bow, sling, ring mail, leather helm, wooden shield, gold)
Villager (fem.)	**10**	14	15	0	4	8	Neutral (dagger, cloth, gold)
Villager (male)	**11**	12	12	0	4	8	Wild (sword, sling, cloth armour, gold)
Acid Slug	5	5	2	0	1	10	Wild, immune to Sleep, takes double fire damage (dagger, club, cloth)
Alligator	**20**	10	3	6	10	30	Wild, immune to poison
Ant (Giant)	**16**	15	2	3	8	10	Wild, immune to Sleep
Bat (Giant)	5	25	4	0	6	5	Wild, can fly
Bird	1	28	4	0	1	3	Neutral, can fly
Cat	4	18	8	0	2	6	Neutral
Corpser	17	6	3	0	15	40	Wild, immune to Sleep, takes double fire damage
Cow	**14**	7	5	0	3	10	Neutral (meat)
Cyclops	**27**	8	7	4	20	40	Evil, (two-handed hammer, sling, club, scale mail, iron helm, spiked shield, treasure chest)
Daemon	**35**	26	31	10	20	100	Evil, immune to Sleep and Death magic, and fire, can fly, Undead, can disappear at will, might cast *Magic Arrow*, *Fireball*, *Charm*
Deer	11	18	5	0	2	8	Neutral, (meat)
Dog	5	16	8	0	3	6	Neutral
Dragon	40	35	27	12	30	150	Evil, immune to fire, can fly, might cast *Fireball*, *Flame Wind*, *Lightning*, *Chain Bolt*, *Summon* (treasure chest)

	Str	Dex	Int	Arm	Dmg	HP	Additional notes
Drake	22	22	13	4	10	50	Evil, immune to fire, can fly, might cast *Fireball*, *Lightning* (gold)
Garg. Leader	**15**	32	33	5	6	50	Evil, immune to Sleep, can fly, might cast *Lightning*, *Explosion*, *Paralyze* (two-handed sword, bow, halberd, boomerang, leather armour, leather helm, spell scroll)
Garg. Worker	**25**	19	8	10	15	30	Evil, (club, boomerang, throwing axe, leather helm, wooden shield, leather armour, scale mail)
Gazer	**2**	10	21	0	1	20	Evil, immune to Sleep, can fly, might cast *Sleep*, *Lightning*, *Charm*
Ghost	1	10	9	0	12	20	Evil, immune to Sleep, fire, Death magic and poison, ethereal, Undead, can disappear at will, might be able to cast *Fear*
Gremlin	2	26	7	0	1	5	Wild
Headless	**19**	13	8	2	12	20	Evil, (club, spear, cloth armour, wooden shield, gold)
Horse	**22**	27	7	0	3	15	Neutral
Hydra	**26**	11	2	0	15	50	Wild, immune to Sleep and fire, might cast *Paralyze*, *Chain Bolt*, *Energy Wind*, *Lightning*
Insect	1	40	1	0	1	1	Wild, immune to Sleep, can fly
Mimic	**22**	9	8	5	15	30	Wild, immune to poison and Sleep, might cast *Poison*, *Charm* (treasure chest)
Mongbat	20	27	13	4	20	30	Evil, can fly (dagger, sword, spear, throwing axe, wooden shield, cloth armour, leather armour, treasure chest, gold)
Mouse	2	25	3	0	2	5	Neutral
Rabbit	3	9	3	0	2	5	Neutral
Rat (Giant)	5	13	4	0	6	8	Wild, immune to poison, can poison
Reaper	**21**	20	16	4	20	30	Wild, immune to Sleep, takes double fire damage, might be able to cast *Magic Arrow*, *Charm*, *Insect Swarm*, *Lightning* (spell scroll, gold)
Rot Worm	3	17	2	0	2	5	Wild, immune to poison and Sleep, takes double fire damage, can poison
Scorpion (Gt.)	13	13	3	3	8	20	Wild, immune to Sleep, can poison
Sea Serpent	17	17	9	2	30	70	Evil, can swim, might cast *Fireball*, *Flame Wind*, *Fire Field*
Sheep	5	10	4	0	2	6	Neutral, (meat)
Silver Serpent	60	21	8	15	60	200	Wild, can poison
Skeleton	**10**	14	7	0	6	20	Evil, immune to Sleep, fire, Death magic and poison, Undead (sword, spear, throwing axe, bow, dagger, wooden shield, leather helm, gold)
Slime	6	6	2	0	4	15	Wild, immune to Sleep, takes double fire damage, can poison
Snake	3	7	6	1	2	5	Wild, can poison
Spider (Giant)	9	11	4	0	8	10	Wild, can poison, might be able to cast *Web* (meat)
Squid (Giant)	24	20	8	0	20	50	Evil, immune to Sleep, can poison, can swim, might cast *Magic Arrow*, *Lightning*
Tangle Vine	20	25	1	4	1	30	Wild, immune to Sleep, takes double fire damage
TV Flower	20	5	1	4	1	30	Wild, immune to Sleep, takes double fire damage, might cast *Sleep*
Troll	**18**	14	9	4	6	15	Evil, (throwing axe, spear, sword, bow, club, wooden shield, leather armour, leather helm, ring mail, treasure chest, gold)
Wisp	**1**	40	20	0	1	40	Wild, immune to Sleep, fire and Death magic, ethereal, might cast *Sleep*, *Paralyze*,*Telekinesis*
Wolf	8	16	8	0	4	8	Wild

Weapon and Armour Stats

Weapons

Item	*Damage*	*Range*
Throwing axe	10	3
Two-handed axe	20	—
Boomerang	8	5
Bow	10	5
Magic bow	20	7
Cannon	90	—
Cleaver	4	—
Club	8	—
Crossbow	12	7
Triple crossbow	12	7
Dagger	6	3
Halberd	30	2
Two-handed hammer	20	—
Hoe	4	—
Knife	4	—
Mace	15	—
Main gauche *	8	—
Morning star	15	2
Oil	4	5
Pick	4	—
Pitchfork	4	—
Rolling pin	2	—
Scythe	6	—
Shovel	4	—
Sling	6	4
Spear	10	4
Staff	4	—
Sword	15	—
Decorative sword	4	—
Glass sword	255	—
Two-handed sword	20	—
Ship	30	5
Spiked helm *	4	—
Spiked shield *	4	—
Fire wand	20	7
Lightning wand	30	7

* Can also be used as armour

Damage lists how many hit points of damage each weapon can inflict.

Range gives a relative measure of how far the weapon can strike. If it can not strike from a distance, no range is listed. Nearly all weapons with a range are missile weapons; however, note that the halberd can strike from a distance because of its length.

Armour

Item	*Defense Value*
Cloth Armour	1
Leather Armour	2
Ring Mail	3
Scale Mail	4
Chain Mail	5
Plate Mail	7
Magic Armour	10
Leather Helm	1
Chain Coif	2
Winged Helm	2
Brass Helm	2
Iron Helm	3
Spiked Helm *	3
Spartan Helm	3
Magic Helm	5
Wooden Shield	2
Spiked Shield *	2
Black Shield	2
Curved Heater	3
Winged Shield	3
Kite Shield	3
Door Shield	4
Magic Shield	5
Main Gauche *	1
Spiked Collar	2
Ring of Protection	5

* Can also be used as a weapon

Magic

Spells, reagents, spellbooks and staves are available from the following mages. The numbers listed are the cost to purchase the reagent, spell, spellbook or staff from that mage; if no number is listed for an item, the mage does not sell it.

Rudyom, in Cove

Nicodemus, in the Deep Forest

Xiao, in the Lycaeum

Horance, in Skara Brae

Zoltan, a wandering Gypsy

Reagents, Spellbooks, Staves

Ab.	*Reagents*	*Ru*	*Ni*	*Xi*	*Ho*	*Zo*
BM	*Blood Moss*	3	2	—	3	3
BP	*Black Pearl*	—		4	4	—
GN	*Ginseng*	2	1	3	—	1
GR	*Garlic*	1	1	3	—	2
MR	*Mandrake Root*	—		6	5	—
NS	*Nightshade*	2	—	3	2	1
SA	*Sulphurous Ash*	1	2	3	2	3
SS	*Spider Silk*	2	1	3	1	2
	Spellbook	50	45	60	50	—
	Magic Staff	—	100	—	—	—

Spells

Spell	*Runic*	*Reagents*	*Mage*	*Details*
1st Circle				
Create Food	*In Mani Ylem*	GR, GN, MR	Ru (20)	Adds 1-10 food to inventory
Detect Magic	*Wis Ort*	NS, SA	Xi (25)	Identifies objects, shows charges
Detect Trap	*Wis Jux*	NS, SA	Ni (20)	Shows traps (range 1)
Dispel Magic	*An Jux Ort*	GR, GN	Xi (25)	Awakens, cures poison, unparalyzes and uncharms one character
Douse	*An Flam*	GR, BP	Ru (20)	Douses fires and torches
Harm	*An Mani*	NS, SS	Ho (30)	Inflicts 1-10 HP damage
Heal	*In Mani*	GN, SS	Ru (20)	Heals 1-30 HP
Help	*Kal Lor*	(none)		Party teleported to Castle Britannia
Ignite	*In Flam*	SA, BP	Ru (20)	Ignites fires and torches
Light	*In Lor*	SA	Xi (25)	Casts light for 100 minutes
2nd Circle				
Infravision	*Quas Lor*	NS, SA	Xi (50)	Allows infravision for 20 minutes
Magic Arrow	*Ort Jux*	SA, BP	Ho (60)	Inflicts 1-10 HP damage
Poison	*In Nox Por*	NS, BM, BP	Ho (60)	Poisons a character
Reappear	*In Ylem*	SS, BM, BP	Xi (50)	Object reappears (see *Vanish*)
Sleep	*In Zu*	NS, SS, BP	Ni (40)	Character falls asleep
Telekinesis	*Ort Por Ylem*	BM, MR, BP	Xi (50)	Magically moves moveable object

(2nd Cont.)	*Runic*	*Reagents*	*Mage*	*Details*
Trap	*In Jux*	SS, NS	Ho (60)	Magically traps chest (within range 1) (see *Untrap*)
Unlock Magic	*Ex Por*	SA, BM	Ni(40),) Ho(60	Unlocks door or chest (within range 1)
Untrap	*An Jux*	SA, BM	Ni (40)	Untraps chest (within range 1) (see *Trap*)
Vanish	*An Ylem*	GR, BM, BP	Xi (50)	Object is removed (see *Reappear*)
3rd Cirle				
Curse	*An Sanct*	SA, NS, GR	Ho (90)	Character loses 3 from all stats and from armour value
Dispel Field	*An Grav*	BP, SA	Xi (75)	Dispels magic field
Fireball	*Por Flam*	SA, BP	Ho (90)	Inflicts 1-20 HP damage
Great Light	*Vas Lor*	SA, MR	Xi (75)	Casts light for 250 minutes
Magic Lock	*An Por*	SA, BM, GR	Ni (60)	Magically locks a door or chest (range 1)
Mass Awaken	*An Vas Zu*	GN, GR	Ru (60)	Awakens all within range 2
Mass Sleep	*Vas Zu*	GN, NS, SS	Ni (60)	All within range 2 fall asleep
Peer	*Vas Wis Ylem*	NS, MR	Xi (75)	Caster can see into gem
Protection	*In Sanct*	SA, GN, GR	Ni (60)	Adds 3 to armour value; protects from magical fire, poison, sleep and paralysis
Repel Undead	*An Xen Corp*	GR, SA	Ni (60)	All Undead within range 7 flee
4th Circle				
Animate	*Ort Ylem*	SA, MR, BM	Xi (100)	Object acts as a character; fights in combat
Conjure	*Kal Xen*	SS, MR	Ni (80)	Creates random animal in random location
Disable	*An Vas Mani*	NS, SS, MR	Ho (120)	Reduces a character's HP to 1 (range 1)
Fire Field	*In Flam Grav*	BP, SA, SS	Xi (100)	Creates magical field of fire
Great Heal	*Vas Mani*	GN, SS, MR	Ru (80)	Completely heals a character's wounds
Locate	*In Wis*	NS	Xi (100)	Displays current latitude and longitude
Mass Dispel	*Vas An Jux Ort*	GR, GN	Xi (100)	Awakens, cures, unparalyzes and uncharms everyone
Poison Field	*In Nox Grav*	NS, SS, BP	Xi (100)	Creates magical field of poison
Sleep Field	*In Zu Grav*	GN, SS, BP	Xi (100)	Creates magical field of sleep
Wind Change	*Rel Hur*	SA, BM	Xi (100)	Redirects wind to blow in chosen direction
5th Circle				
Energy Field	*In Sanct Grav*	MR, SS, BP	Xi (125)	Creates magical field of energy
Explosion	*Vas Por Flam*	MR, SA, BP, BM	Ho (150)	Inflicts 1-20 HP damage on all within range 2
Insect Swarm	*Kal Bet Xen*	BM, SS, SA	Ni (100)	Creates 8 insects in random locations
Invisibility	*Sanct Lor*	NS, BM	Xi (125)	Character becomes invisible
Lightning	*Ort Grav*	BP, MR, SA	Ho (150)	Inflicts 1-30 HP damage on a character
Paralyze	*An Xen Por*	SS, SA, NS, BP	Ho (150)	Paralyzes a character
Pickpocket	*Por Ylem*	BM, SS, NS	Ru (100)	Magically picks one hidden object
Reveal	*An Sanct Lor*	SS, NS, MR	Xi (125)	Reveals all invisible objects within range 7

(5th Cont.)	***Runic***	***Reagents***	***Mage***	***Details***
Seance	*Kal Mani Corp*	BM,MR,NS,SS,SA	Ru (100)	Allows conversation with dead characters
X-ray	*Wis Ylem*	MR, SA	Xi (125)	Nothing blocks line of sight for 1 second
6th Circle				
Charm	*An Xen Ex*	BP, NS, SS	Ni (120)	Magically charms a character
Clone	*In Quas Xen*	SA, SS, BM	Xi (150)	Duplicates a character in a random location
Confuse	*Vas Quas*	MR, NS	Ni (120)	All enemies within range 7 start fighting each other
Flame Wind	*Flam Hur*	SA, BM, MR	Ho (180)	Inflicts 1-20 HP damage on all within the wind
Hail Storm	*Kal Des Ylem*	BM, BP, MR	Ho (180)	Storms 10-30 hailstones, 1 HP damage each
Mass Protect	*Vas In Sanct*	SA, GN, GR, MR	Ni (120)	Protects all within range 2
Negate Magic	*An Ort*	GR, MR, SA	Xi (150)	Prevents magic
Poison Wind	*Nox Hur*	NS, SA, BM	Ho (180)	Poisons all within the wind
Replicate	*In Quas Ylem*	SA,SS,BM,GN,NS	Xi (150)	Duplicates an object in a random location
Web	*In Des Por*	SS	Ni (120)	creates a web (range 3 x 3)
7th Circle				
Chain Bolt	*Vas Ort Grav*	BP, MR, SA, BM	Ho (210)	Creates a chain of damage, jumping from character to character, for 1-30 HP damage each
Enchant	*In Ort Ylem*	SS, MR, SA	Ni (140)	Enchants a staff with the specified spell
Energy Wind	*Grav Hur*	MR, NS, SA, BM	Ho (210)	Inflicts 1-30 HP damage on all within wind
Fear	*Quas Corp*	NS, MR, GR	Xi (175)	All enemies (within range 7) flee
Gate Travel	*Vas Rel Por*	SA, BP, MR	Xi (175)	Party travels to another moongate
Kill	*In Corp*	BP, NS, SA	Ho (210)	Kills character
Mass Curse	*Vas An Sanct*	SA, NS, GR, MR	Ho (210)	All within range 2 lose 3 from all stats and from armour value
Mass Invis.	*Vas Sanct Lor*	MR, NS, BM, BP	Ni (140)	All within range 2 become invisible
Wing Strike	*Kal Ort Xen*	BM, SS, MR, SA	Ho (210)	Dragon wings attack all enemies for 1-20 HP damage
Wizard Eye	*Por Ort Wis*	BM, NS, MR, SA, BP, SS	Xi (175)	A moving eye sees all for 20 turns
8th Circle				
Death Wind	*Corp Hur*	MR, NS, SA, BM	Xi (200)	Kills all non-ethereal on screen (caster's karma drops 20 points)
Eclipse	*Vas An Lor*	MR, SA, NS, GR, BM	Xi (200)	The sun is eclipsed for 20 turns
Mass Charm	*Vas An Xen Ex*	BP, NS, SS, MR	Xi (200)	Charms all within range 2
Mass Kill	*Vas Corp*	BP, NS, MR, SA	Xi (200)	Kills all within range 2
Resurrect	*In Mani Corp*	GR, GN, SS, SA, BM, MR	Ru (160)	Resurrects character
Slime	*Vas Rel Xen*	BM, NS, MR	Xi (200)	Foes change to slime
Summon	*Kal Xen Corp*	MR, GR, BM, SS	Xi (200)	Summons a Daemon to a random location
Time Stop	*An Tym*	MR, GR, BM	Xi (200)	Time stops for 10 turns
Tremor	*Vas Por Ylem*	BM, SA, MR	Xi (200)	All creatures (within range 7) take 1-30 HP damage

Hints and Tips

Moonstone Express

You start the game with a moonstone, which makes it a snap to move about the land. To use the moonstone, just throw it one or two spaces away from you in any direction and a moongate will appear. The space on which the stone lands determines the destination of the moongate. The different destinations, in relation to your current position (indicated by the Avatar square) are shown on the chart on page 155.

New Magic

Swamp boots (FOUND IN YEW)are excellent protection against swamp poisons. Nicodemus the mage sells extremely useful magic items, including magic staffs.

Walkthrough

The Runes

You need the runes to free the shrines from the Gargoyles' control. At each shrine, Use the appropriate rune and say the correct mantra. This frees the moonstone from the force field surrounding it and you can take it. You need the moonstones to win, so hold onto them.

Compassion. Ariana (in Britain's Conservatory) holds the rune; you need permission from her parents. The mantra is MU and is known by Kenneth and Nan, also in the Conservatory.

Honesty. The rune is in Beyvin's tomb beneath the pub in Moonglow. Manrel has the key. Penumbra knows the mantra: AHM (you'll have to be able to cast An Grav to enter her house — Xiao can provide it for you). There's a good deal of useful stuff in the crypts.

Honor. On the pedestal in the center of Trinsic. The mantra is SUMM and can be learned from Lord Whitsaber the Mayor.

Humility. The mayor in New Magincia has it. When he asks you who the most humble is, say "Conor." The Mantra is LUM and Conor knows it.

Justice. It's under a plant in the tavern in Yew. Lord Mayor Lenora knows the mantra: BEH.

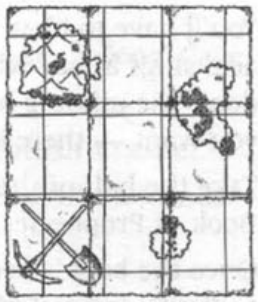
Sacrifice. Selganor in Minoc has the rune. To get it: Get a log from Ben in the forest outside of Ye (the Mayor knows how to find him) . Take the log to the sawmill in Minoc and have it made into a board. Take the board to Julia in Minoc and have her make it into a set of panpipes. Take the panpipes to Selganor and give him the notation to "Stones." (678987 8767653), which you can obtain from Gwenno, and join his guild. The mantra is CAH and you can get that from Selganor as well.

Spirituality. The rune is in Marney's chest in Skara Brae. Ask her about the basket. The mantra is OM and can be found in a book in the same chest.

Valor. The rune is in a Jhelom tavern rathole. You need Sherry the Mouse to get it (recruit her in Lord British's castle). The mantra is RA and is in the Song of Valor sung in the tavern.

Freeing the Shrines

The easiest way to free the shrines is to cast an Invisibility spell or have all the party members wear Rings of Invisibility to slip past the Gargoyle guards with a minimum of fuss. Use the moonstone to take you to the shrines.



The Pirate Map

You need the pirate map to get to the pirates' treasure. You must be in the Thieves Guild to get Homer in Buccaneer's Den. Talk to Budo behind the kitchen in the Fallen Virgin. He'll send you into the sewers under Lord British's castle to get a Guild belt from Phoenix.

Killing Phoenix will affect your Karma, but if you Move the bear trap from the corridor outside her home into her house and Move her onto it, she'll die without affecting your Karma. She has magic armour, glass swords, and the Guild belt. Or you can use the Pickpocket spell and just make off with the belt.

Take the belt back to Budo to become a member of the Guild. Talk to Homer and he'll tell you where some of the map pieces are. Sandy, the cook in Trinsic, knows where the others are, but won't tell you until you bring him a dragon's egg. The dragon's eggs are in Destard.

Fifteen Men on a Dead Man's Chest ...

To find the map pieces:

- Search the shipwreck on the Cape Islands.
- Ybarra, on the fourth level of Shame, has another piece. You will need food to trade with him. Use the fountains and wish for food.
- Arturos, a gypsy outside Trinsic, has a piece. If you haggle, he'll sell for 50 gold..
- Morchella (Serpent's Hold) has a piece. She wants a shield of the Order of the Silver Serpent. There's one in Destard. Conor Starfalcon in New Magincia has one (under a plant in his back yard), but if you take Conor's shield, it's stealing. Or you can have one made by joining the Order of the Silver Serpent and getting instructions from Corona.
- Heftimus, the one-armed beggar outside the pub in Jhelom, left a map piece on the third level of the Dungeon Wrong.
- On Dagger Isle, a pirate has a piece. Move the harpsichord to reach a trapdoor.
- The Mayor of Trinsic also has a piece; ask him about pirates, then say Sandy sent you.
- On the fourth level of the Ant Mound, there's a dead pirate who has the eighth piece. Unless you want to be fighting ants all day, use your Invisibility potions, rings or spells.

After you have eight pieces, Homer gives you the last piece. He'll ask you to give him the Storm Cloak out of the treasure. Say "Yes" and take the cloak to him after you've gone through the Pirates' Cave. You get lots of Karma points for giving him the cloak, so be sure to do it. Homer will give you directions on where to dig once you've reached the island.

... and a Bottle of Rum!

Assemble the map on the ground. Buy a shovel and a powder keg from the Provisioner in Britain. (Powder kegs can also be found on the third level of the Cyclops' Cave.)

You'll have to blow the door to the fourth level treasure room with a powder keg. To keep the acid slugs at bay while you search the room, Move the barrels in the room in front of the door. The missing half of the Silver Tablet is here, as well as lots of other goodies. Take what you want — there is no Karma penalty for this. Be sure to take the fan — you'll need it later.

Take the half of the Silver Tablet back to Mariah at the Lycaeum and have her translate The Book of Prophecies. Ask her about the Book.

Once the book's been translated, you'll realize you need to go into the Gargoyle land. To get to the Gargoyles' kingdom, go through Hythloth on the Isle of the Avatar. Use the moonstone to take you to the Shrine of Humility. On the fourth level, you'll find Captain John, who will give a scroll to help you learn Gargish, the Gargoyle language. Use the scroll before you exit into the Gargoyle land. You'll need to have Beh Lem, a young Gargoyle, join your party. He only shows up at noon, so you may need to wait for him.

About Hythloth ... a very deadly place. Not only are there flocks of drakes, but also mini-volcanoes. Mass Protect couldn't hurt, and if you've managed to get to seventh level, Enchant the staff from Nicodemus with several Resurrect spells. Your party may need them.

The Gargoyle Land

Beh Lem must be in your party to avoid attack by Gargoyles. Go to Valkadesh (Beh Lem's father) first. Then go to Draxinusom and agree to wear the Amulet of Submission. Talk to Naxatilor, who sends you to the Hall of Knowledge and the Healer's to talk to Captain Bolesh.

Read *The Book of Rituals* and get the broken Vortex Lens. Ask the Caretaker about the Vortex Cube. He'll tell you thieves stole it and took it to Stonegate. Take the Lens to the lens grinder and have him fix it. Go talk to Naxatilor again.

Talk to all Gargoyles. They have interesting information and some will even give you gifts.

At this point you'll need (a) the Vortex Cube, (b) a balloon to take you to the Temple of Singularity and (c) a Vortex Lens for Britannia

The Balloon

Go to Minoc and ask Lady Isabella about the balloon. She sends you to Selganor, who sends you to Sutek's Castle. In the castle you need to lower the drawbridge with a Telekinesis spell.

Find the hydra and kill it. There's a secret door to the south. Go down the ladder and to the room in the northwest corner with the wooden door. Use the switch on the far right; go to the room with the down ladder at the southernmost door. Go down the ladder and use the secret door to the north. Use the ladder down to the right (don't use the ladder to the left!).

The dead balloonist is on the fourth floor. Search him and find the balloon plans.

To make the silk for the balloon bag, get 40 pieces of spider silk. Have the thread maker in Paws spin it into thread. Take it to Charlotte in New Magincia to weave it into cloth. Go to the clothes maker in Paws and have her sew the cloth into a balloon bag.

There's a rope maker in Paws who sells rope, or you can pick up some in the Cyclops' Cave.

Michelle in Minoc will weave the basket.

You can get a cauldron in the Cyclops' cave or in the sewers below Lord British's castle.

Use the plans to get a balloon. Use the fan from the pirates' treasure to control the winds.

Cube And Lens

After you have all the stuff for the balloon, you need to get the Vortex Cube and the human Vortex Lens. Epherimides, to the east of the Lycaeum, can make the Lens. He'll require a Glass Sword. Dale, in Minoc, can make a sword out of five Gems. Since you have maps of all the locations in Britannia, we suggest you have as many Glass Swords made as possible. You might need them against the daemons in the Catacombs later on.

After you have the Lens, Use the moonstone to take you to Minoc. Go south through the mountains to Stonegate. Be nice to these Cyclops — they have the key to the room where the Lens is located. You'll have to go fish before the male Cyclops will turn over the key. The Vortex Cube is on the fourth level of Stonegate.

Passion, Control and Diligence

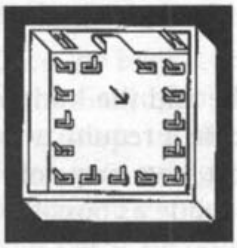
Use the moonstone to transport you to the Slab. Use the balloon to take you over the mountains to the Temple of Singularity. Talk to the altar, which will send you into the Catacombs to the three Gargoyle shrines to get the Mantra of Singularity, which is a combination of the Mantras of Passion, Control and Diligence.

These shrines are pretty deadly, so after you enter each one, go into solo mode and use any Invisibility enchantments you have.

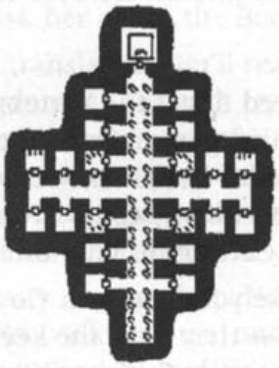
Walk through a lava pool to reach the Shrine of Passion. Figure out a series of switches and levers in the Shrine of Control. The Shrine of Diligence is a maze of doors. Talk to the statue in each shrine to get its mantra. There are drakes and daemons throughout. Return to the Temple of Singularity and speak the mantra UNORUS. This triggers your Sacred Quest.

The Finale

Use the moonstone to take you to the Isle of the Avatar. Go to the Codex and read the instructions. Place the Lenses according to the instructions from the Codex. Put the eight moonstones you freed from the shrines into the Vortex Cube. Place the Vortex Cube in front of the Codex and Use the Cube.



Shrine of Control (expanded)



The Tomb of Kings



Shrine of Diligence Level 1



Shrine of Diligence Level 2



Shrine of Control



Shrine of Passion

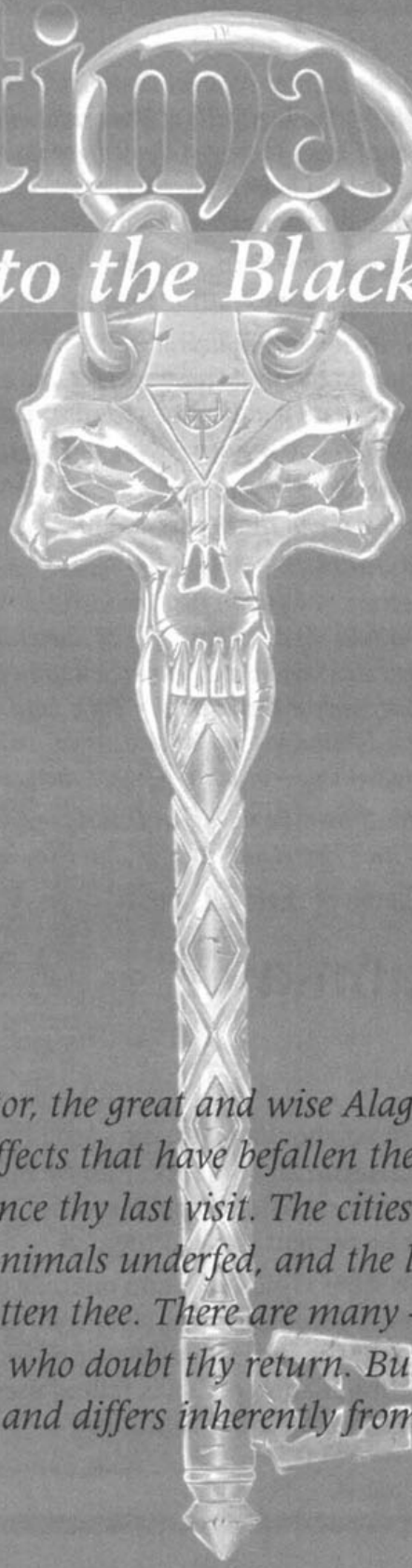


The Realm of the Gargoyles

1) Hall of Knowledge
2) Lord Draxinusom
3) Naxatilor the Seer
4) Goodscrafter
5) Healer
6) Food Maker
7) Weapon Maker
8) Farmer
9) Farmer
10) Snake Charmer
11) Lens Maker
12) Valkadesh the Scholar
13) The Altar of Singularity
14) Shrine of Control
15) Shrine of Passion
16) Hythloth
17) Shrine of Diligence
18) Tomb of Kings
19) Secret Door (in Shrine of Diligence)

Ultima VII

Key to the Black Gate



Avatar; my mentor, the great and wise Alagner, has long since noticed the ill effects that have befallen the land during the past two hundred years since thy last visit. The cities are decaying, the people are poor, the animals underfed, and the land, itself, raped by those who have forgotten thee. There are many — and I must confess I am one of them — who doubt thy return. But doubt is nothing more than just that, and differs inherently from certainty.

It is from this lack of certainty that my mentor has bade me compile the following information, for shouldst thou return, the burden of righting the many ills of Britannia will fall upon thy shoulders. While I may possess the knowledge gleaned from gathering the facts contained herein, I lack the courage and conviction necessary to return our fair land to its former, virtue-oriented state. However, thou hast repeatedly demonstrated thine own fearless determination.

With the wisdom compiled within these pages and the strength of will from thine own heart, thou wilt have — my mentor and I are positive — the tools necessary to complete the enormous quest set before thee.

In compiling this information, I encountered many individuals that were very informative. I have transcribed their words, and have also written of my own experiences and signified these inclusions by using the letter that begins my name along with a quill to represent my status as compiler.

I have decided to provide for thee not only listings of various services available, but also a description of the cities and local populations. Much has changed since thy last visit, and information on the towns and faces of Britannia will help thee cull through the masses and find those most likely to be of use.

In addition, I have contacted two other sources, both of unusual nature; sources who can actually foretell the future, and foretell it with accuracy. I sought first the mythical Wisps. With their insatiable thirst for information, I was sure they would possess a vast body of knowledge. In that I was not disappointed. However, their information was cryptic and incomplete, and the cost for further explication far too high. Thus, I next searched for the legendary Time Lord. After all, to him, the future is no more hidden than the past. Indeed, I found his wisdom extensive, and his fee nonexistent. Both sources have I compiled for thee. Make of either — or both — what thou wilt.

Therefore, I leave with thee this thought. If there be no one in Britannia capable of saving this land, then help must come from elsewhere. Thine homeland must be that elsewhere …

Anton of New Magincia

Towns of Britannia

Britain

Miranda. Needless to say, thy friend shouldst visit the castle first, for if the Avatar will truly be returning, Lord British will desire an audience. I know this from the other council members who claim he has once again set aside a spellbook and other items of use within the castle shouldst the Avatar ever be present to need them.

Of course, there are plenty of shops from which to equip oneself. Britain boasts a great many merchants, from provisioners to tavern keepers, apothecaries to weaponsmiths, trainers to shipwrights. Unfortunately, the healers still never do well here. There is only one left and, since Lord British heals without charge, Csil is falling prey to the same problem that has plagued his profession here in Britain for centuries!

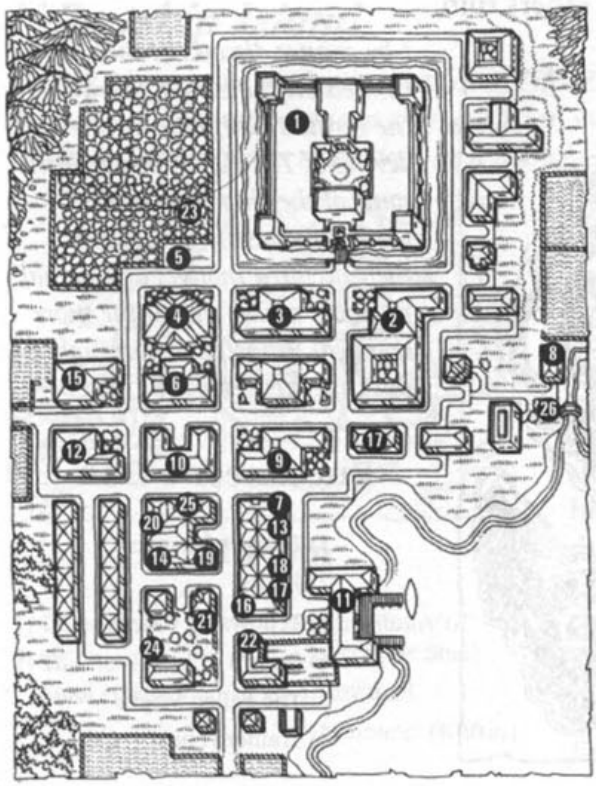
The city has grown since the Avatar's last visit, with new objects of interest. My husband directs at the Royal Theatre. Currently, he is producing his own work, The Trials of the Avatar. Surely thy friend will wish to see that. The costumes are fantastic! Naturally so, for Raymundo himself designed them. The dear man cannot sew a whit, though, and Gaye charged him 30 gold just to make the Avatar's costume!

We also have an amusement area, where one can watch a puppet show (Carrocio charges a gold for it, however), or pull a sword from a rock or some such, or hit a hammer to ring a bell. People around town have been raving about it for quite a while.

If thy friend shouldst be in need of money, there are a number here who will pay for a little assistance. Willy, the baker, rarely pays for flour (even though he promises it!), but will pay well to have his bread baked. And two farmers, Brownie and Mack, each pay gold for unskilled labor. Also, Sean buys gems at around 30 gold apiece, should the Avatar prefer to earn money by selling old jewelry.

I must not forget The Fellowship! Though not a member, myself, I can tell thee a little about it. The first branch was established here in Britain by Batlin, himself! In fact, he is still the head here. Batlin is an excellent person to whom the Avatar shouldst speak about joining.

I tried to enter the castle proper but was prevented at first by that rascal, Chuckles. He continually forced me to play a foolish word game which took some time to untangle. Finally, I noticed the pattern of single-syllable words in all of his sentences, and was able to satisfy his thirst for amusement.



Britain

1) Lord British's Castle
2) Mint
3) Music Hall
4) Royal Theatre
5) Amusement area
6) Fellowship hall
7) Baker (Willy)
8) Brownie
9) The Blue Boar
10) Wayfarer's Inn
11) Shipwright (Clint)
12) Trainer (Sentri)
13) Provisions (Gaye)
14) Provisions (Greg)
15) Trainer (Zella)
16) Jeweler (Sean)
17) Armourer (Grayson)
18) Iolo's Bows
19) Apothecary (Kessler)
20) Healer (Csil)
21) Fish and chips (Gordon)
22) Carts (Diane)
23) Royal orchard (Figg)
24) Farmers' market
25) Trainer (Denby)
26) To egg farm (Mack)
27) Shamino

Buccaneer's Den

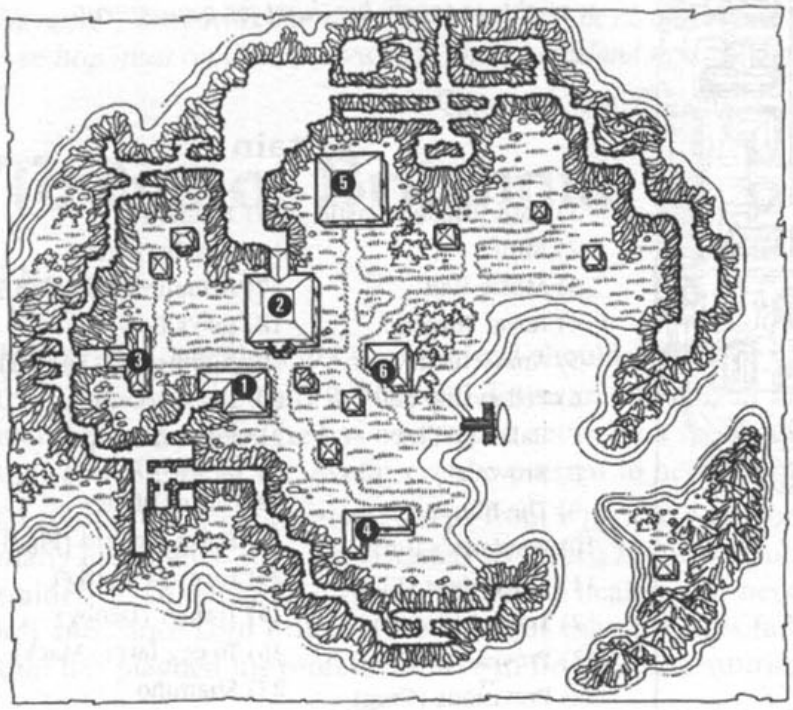
Mandy. Centuries ago this was a den for the most ruthless pirates. However, as civilized Britannians moved to the island, fewer buccaneers took up residence. Today, while the times are not as cutthroat as they once were, we have begun to head back to those darker days.

Gambling and gaming have overrun the island, all run by rogues and scoundrels. Smithy is a good example. And his guard, Sintag, is not one to cross at the House of Games. While Lucky may not practice his "art" around here, he earns money by teaching others do so!

Not all are that bad, of course. Gordy, who also runs games, is quite friendly. I can spot his sincerity from across the island. Glenno and his bunch — Martine, Wench and Roberto — are kinder souls. Especially Roberto. I could spend hours just basking in his, well, kindness.

We also have The Fellowship here. Danag is in charge mostly, even though Abraham is the true leader. Abraham is gone so often that most of us have become accustomed to seeing Danag leading the meetings. I would say most of them here on the island have become, what do they call it, "enlightened." Those who do not belong offer no hassle. Well, Blacktooth does. He was once partner to Mole, but that was before Mole joined The Fellowship. I expect that has something to do with it.

I suppose old Budo and I are the only honest merchants this town has seen in years. But we can hardly clear the reputation that so many others ruin.



I by chance discovered that the tunnels on the island, known as the Pirate's Lair, hide torture devices of The Fellowship within some of the chambers. This further inconsistency between their declared motives and actual practices makes me all the more skeptical. Investigate thoroughly, but cautiously.

Buccaneer's Den

1) House of Games
2) Baths
3) Fellowship hall
4) Budo's
5) The Fallen Virgin
6) Trainer (Lucky)

Cove



Cove

1) Townhall
2) Rudyom
3) Trainer (Rayburt)
4) To the Shrine of Compassion
5) The Emerald
6) The Out'N'Inn
7) Healer (Jaana)

Lord Heather. Welcome to the city of Passion — passion for all save poor Nastassia, the only person in Cove without a lover. (Well, other than that mage, Rudyom; but what dost thou expect from a man who digs roots for a hobby?) Ah, 'tis a shame, for she is lovely. But then again, so is my dear Jaana. She once traveled with the legendary Avatar, assuming thou dost believe in that sort of thing.

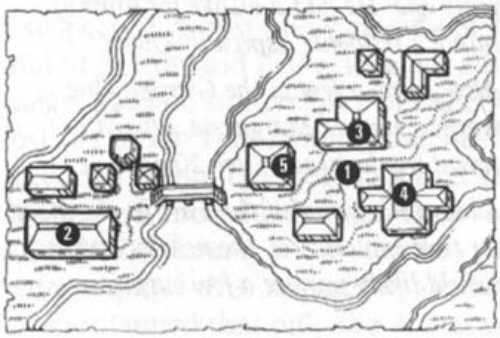
The most recent illustration of our fine city's natural inclination is that of Rayburt and Pamela, who have become quite taken with each other (though I do not think his dog shares his feelings for her).

...Well, yes, we do have a problem or two? Just ask Zinaida. She is more than happy to discuss our less-than-satisfactory water supply.

Speaking with Nastassia yielded nothing about love, as Lord Heather indicated, but I did learn of her sadness. Her father, Julius, disappeared in the Deep Forest before she was born, and her mother killed herself out of grief just after Nastassia's birth. The poor girl spends all her time caring for the Shrine of Compassion, in honor of her great-great grandmother.

Fellowship Island

On this island is the Meditation Retreat of The Fellowship. I can tell thee nothing of this place, save for the name of the man who is in charge, for Ian will permit only Fellowship members within its gates. However, outside of this restriction, he is friendly, and will answer any questions he deems appropriate.



Jhelom

1) Commons
2) The Bunk and Stool (Dupré)
3) The Library of Scars (De Snel)
4) Townhall
5) Armourer (Kliftin)

Jhelom

Kliftin. Though we have no formal brotherhood of knights, Jhelom is not without its share of hardy fighters. Every day at noon all of the townsfolk gather to spar and duel. Well, not everyone. Sprellic and his barmaids are never on the field. I doubt Sprellic has ever lifted a blade in his life. Yet if thou ever dost wish to wager on a duel, speak with Daphne or Ophelia.

De Snel teaches at the Library of Scars. His skill in swordplay attracts students from all of Britannia.

While here, I noted that Kliftin, in addition to mastering the skills necessary for a good soldier, had also studied field dressing, and has talent with a needle and thread.

Minoc

Gladstone. Welcome to Minoc. If thou dost seek a crafter, thou hast come to the right place. We have a tinker, Julia, who understands any contraption, a blacksmith, a clockmaker, a sawyer, a candlestick maker and a glassblower who also sculpts — me!

We do have one rotten egg. Our "infamous" shipwright, Owen, has truly gone too far this time. Word of his work has become so widespread that the fool has decided to finance the construction of a monument to himself. Unfortunately, the miners here have already agreed to mine the raw materials he needs, so I know the plan is underway.

We also have a band of Gypsies. Though I find them more than friendly, some say that their reputation must spring from some seed of truth. However, I, myself, have yet to see any evidence that a Gypsy performs any more harm than the next man.

Speaking of harm, Rutherford — he tends bar at the Cork — lost an arm in a scuffle with a pirate from Buccaneer's Den, by the name of Hook. If thou dost meet this man, avoid him, for Rutherford says he has never met a more violent and evil man in all of Britannia.

Owen is a member of the Fellowship here, and has probably received backing for the statue from them. Elynor, the head of the local branch, seems quite fond of the other members: Gregor and Mikos, two miners, William, our sawyer, and Burnside, the mayor.



While visiting the mines, I spied a Gargoyle worker in pitiful shape. Can Gargoyles be afflicted with leprosy? In the mountains nearby, I met a hermit named Karl, who lost a brother at sea several years ago. He had a dislike for some of Minoc's residents, especially Owen.

Also, I met a few of the Gypsies. One, a woman named Margareta, offered to reveal my fortune — for 20 gold!

Addom notes that if thou art in the mood for true exploration, the nearby caverns would likely provide a few surprises.

Minoc

1) Artisans' guild
2) Townhall
3) Shipwright (Owen)
4) The Checquered Cork
5) Fellowship hall
6) Trainers (Karenna and Jakher)
7) Armourer (Zorn)
8) Sawmill

Moonglow

Pheary. Thou hast come to the right person to learn about our fair city, for I know all that transpires here. I should begin by discussing The Fellowship. Rankin, our new head, performs his duties wonderfully. Every night we meet and have the opportunity to treasure his wisdom. Of course, Balayna — she is his clerk — is not quite so fond of him. She takes careful notes during the sermon, but I get the feeling she is observing more than his words.

During meetings, I have Carlyn tend my tavern. She is our clothier, and a bit highnosed at that, but she does a good job tending bar at the Friendly Knave. No one gives her any more trouble than they do me.

In addition to Rankin, Balayna and me, we have a fourth fellow, Tolemac, who recently joined us. He seems very happy, and contributes at almost every meeting. He is even working on another convert: Morz, a fellow farmer. I have no idea how that is coming along, but Tolemac's older brother, Cubolt, strongly disapproves of all of us. I keep telling Tolemac to bring him to a meeting so we may all enlighten him, but Cublt will have none of that!

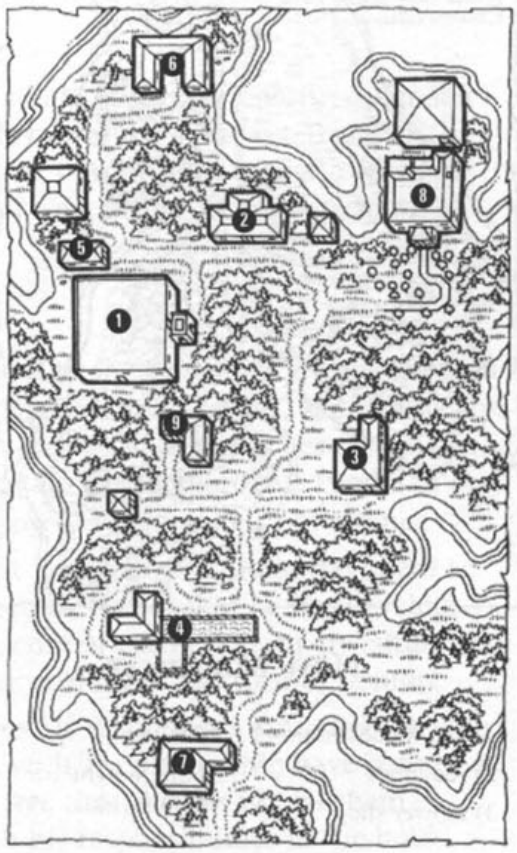
I suspect thou dost know already of the Lycaeum, and of Nelson and Zelda, its chief administrators. The mage, Mariah, is there, too, but she seems to have lost her mind. That reminds me, hast thou heard the legend of Penumbra? It is said that she put herself to sleep two hundred years ago. They say she still inhabits her house, but no one has yet been able to enter to prove this. Apparently — thou wilt love this — she claimed that only the Avatar could awaken her. The Avatar! A load of rot, no?

While thou art here, thou shouldst consider speaking with several of my patrons. I often get quite a few travelers who have interesting stories to tell.

Phearcy offered me a free meal if I could tell him why Zelda brightens up when someone mentions Brion, the man in charge of the observatory. In fact, Brion is someone with whom thou shouldst speak, for his orrery is currently tracking the pattern of Britannia's alignment with other celestial bodies. Also, avoid the talking fox, if possible. He will not harm thee, but is quite rude.

Moonglow

1) Lycaeum (apothecary; Mariah and Jillian)
2) Fellowship hall
3) The Friendly Knave
4) Farmers
5) Carlyn's
6) Penumbra
7) Trainer (Chad)
8) Observatory
9) Healer (Elad)



New Magincia



New Magincia

1) The Modest Damsel
2) Alagner's
3) Flower shop
4) Townhall
5) Shipwright (Russell)

Russell. The first thing thou wilt notice about New Magincia is how much room we all have. There are so few here that everyone can enjoy the freedom of the open plains. For a shipwright, the open plain is the best reminder of the open sea.

Then again, our remoteness is not always a good thing, for we rarely see visitors. In fact, thou art the first in some time, and I would expect even thy return has stirred up talk at Boris and Magenta's. You might drop in there — with luck, thou canst explain this information-gathering affair to them before the rumors start flying.

As for this island, the most interesting recent event is more gossip than fact. It seems that Henry has taken a fancy to Constance, the water-carrier. Now, a smalltime peddler like Henry has barely the means to feed himself, let alone another. This news I learned from Katrina, who has long shared Henry's friendship. She gave him a locket with which he hopes to catch the eye of his sweetheart. I think a few flowers from Sam would do just as well, and would not cost Katrina her locket. But she has a good heart and was willing to part with it for such a romantic cause.

Forget not to visit Alagner, considered the wisest man in Britannia. With no intent to boast, I tell thee he is my mentor. Without his insight, this work would never have been conceived.

Paws

Polly. There's not much reason to visit here. Most of us eke out a passable existence; the exception is Morfin. I know not where he sells all that serpent venom. Were I a betting woman, I would lay odds that he would have no qualms in selling his own kin.

The miserable economy has hit everyone else hard. Alina's poor husband, Weston, was jailed in Britain for stealing. When a man must resort to theft to feed his family, thou canst surely see there is something very wrong in Lord British's realm.

Feridwyn and his wife shelter those without a home, but are sponsored by The Fellowship, so not everyone is willing to accept their hospitality. As a matter of fact, Komor, Fenn and Merrick were once good friends until Merrick "turned coat," as they claim, and moved into the shelter.

Paws

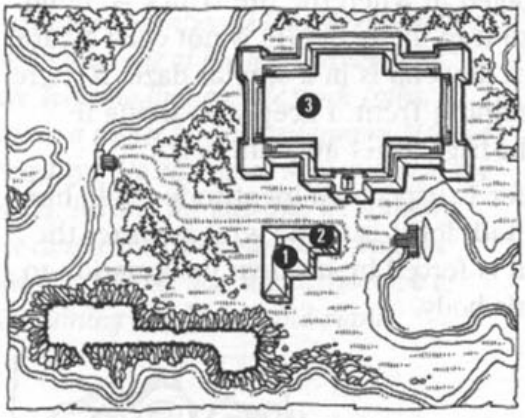


1) Shelter
2) Miller (Thurston)
3) Butcher (Morfin)
4) Dairy (Andrew)
5) The Salty Dog
6) Camille
7) House of Items (Beverlea)

I should not be so hard on The Fellowship. After all, they offer a new hope. No one has seen the so-called Avatar in over two hundred years. Only Camille still believes in the Virtues. Her son Tobias is a good boy, but even he thinks she holds too firmly to the old ways. But then, he also distrusts The Fellowship. If Garritt — Feridwyn's son — continues trying to persuade Camille to join The Fellowship, 'twill be only a matter of time before Tobias pops him one.

Serpent's Hold

John-Paul. I welcome thee to Serpent's Hold. Most of us live and work within the hold walls, but a few, like Menion, our trainer, pursue their craft outside. In fact, Menion has his own forge, which he uses to produce fine sword blades. In the hold proper reside the rest of us, including Lady Leigh, the healer; Sir Horffe, the captain of the guard; Sir Pendaran and his lady, the lovely Jehanne, our provisioner.



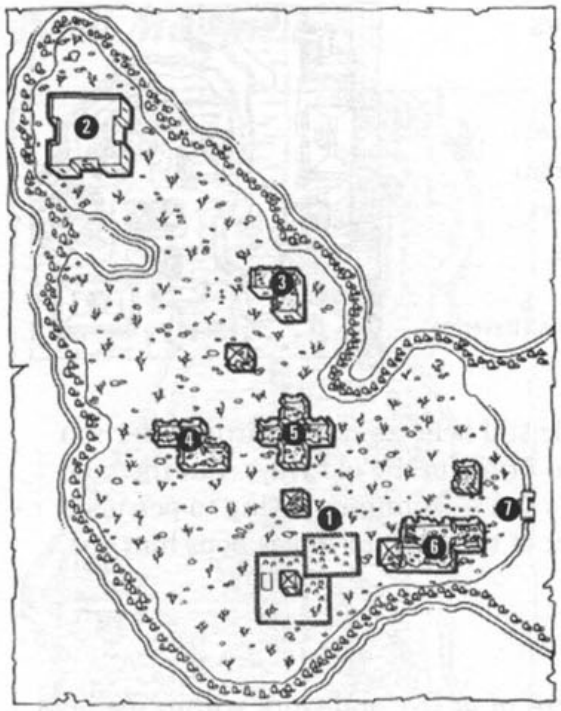
Serpent's Hold

1) Menion's
2) Iolo's South
3) The Hold (all other noted locations)

Sir Denton, at The Hallowed Dock, has spent so much time behind its bar that he has developed an amazing sense of perception. In any situation requiring logical analysis, we turn to Denton.

Also here lives Sir Richter, our armourer. Though his activities with The Fellowship have consumed much of his free time, he has not let them interfere with his responsibilities to the hold. However, he has taken a slightly paranoid attitude about his armoury. He locked the extra key in a chest and put it in one of the island grottos. Then he tossed the key to that chest in another grotto.

The only one suffering from Richter's preoccupation with The Fellowship is Lady Tory. A highly intuitive woman with a son to raise alone, there appears to be a spark between the two of them.



Skara Brae

1) Mordra
2) Dark Tower
3) Alchemist (Caine)
4) Blacksmith (Trent)
5) Townhall
6) The Keg O' Spirits
7) Docks

Skara Brae

The trip across the channel from the mainland to Skara Brae will cost thee two gold. On the island, it seems everyone perished in the fire, so I had to choose between the liche, Horance, and a ghostly woman in the cemetery. Not until she cast a spell was I able to learn from the spectral Mordra what had befallen Skara Brae.

Mordra. Ages ago Horance happened upon the formula for immortality. Sadly, the enchantments also turned him into a wicked, power-hungry liche. In addition to all his other evils, Horance took Trent's wife, Rowena. He sent his undead minions to fetch her shortly before the inferno, and the brainless, rotting corpses did so, killing her!

To destroy the magicks that possessed Horance, we concocted a potion. However, during its creation, Caine's laboratory erupted into flames, quickly engulfing the entire island in fiery death. All perished, save Horance, who still resides in his dark tower with Rowena-or rather, her spirit.

Poor Trent does nothing but repeat the same task he was engaged in when the fire struck — building a cage to trap the liche. He is not even aware of his death. Rowena is in a similar daze. If there were but some way to waken her, she has the key to helping Trent. I keep wondering if there is something of hers left in the smithy that might trigger her awareness ...

Likely as not, the fault for the fire lies with Forsythe, for I suspect his ineptitude made him forget the proper proportions for the potion. 'Tis truly sad, for it is Caine who assumes the blame. We call him The Tortured One — that poor soul is forced by his own imagination to feel the licking of the flames continuously scorching his body.

Spektran

The only occupant of this island is a quirky man named Martingo. He calls himself a sultan and makes continual references to oddities that he believes surround him. He seems rather protective of his possessions, so I would be careful when approaching anything that belongs to him. I wish thee luck in any dealings thou might have with him, for his abrasive disposition did not sit well with me.



Terfin

For simplicity's sake, I have taken Draxinusom's words and translated them into Britannian.

Draxinusom. Through little intent of our own, Terfin is populated only by Gargoyles. However, despite such physical segregation, we have worked long and hard to educate our race about all things Gargish and Britannian. The second largest building in Terfin, the Learning Center, was constructed for the sole purpose of instructing Gargoyles. Not only are Gargish and Britannian taught, but Runic, as well. In addition, many works of history and legend from both cultures fill the shelves of the library there. To encourage growth in other directions, there is an entire room devoted to more physical pursuits.

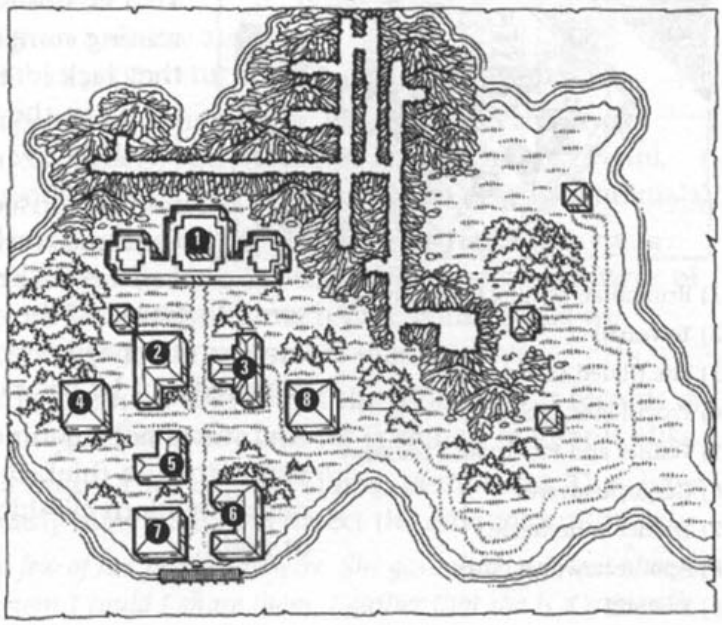
The Hall of Knowledge, maintained by Teregus, represents the focus of all Gargoyle culture: Singularity, its three principles of Control, Passion and Diligence, and seven other virtues. However, The Fellowship promotes ideas that vie with those of our traditional Gargish heritage. Teregus has even expressed concern that some members of The Fellowship are planning to destroy the altar that embodies the three principles.

The Fellowship in Terfin has wooed away a number of Gargoyles from Singularity. Though I have not known him long, Quan appears pleasant and intellectual. However, his clerk, Runeb, is more vicious, and rumors suggest that he has assaulted some who oppose The Fellowship.

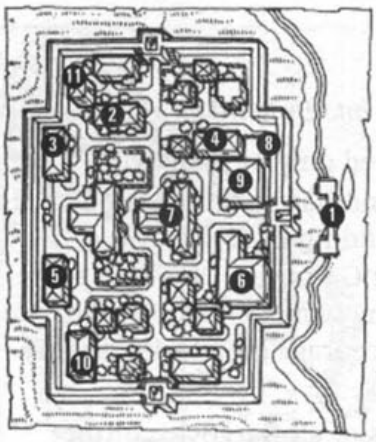
Inmanilem and Inforlem keep to themselves, but are by no means reclusive. Some say Inforlem is the most intelligent Gargoyle in all Britannia. Others say he is the most intelligent of any race, but rarely press the point. However, there is no argument that he alone can train five traits: strength, dexterity, intelligence, magic and combat.

Draxinusom mentioned that Teregus had a son, Inamo, one of the few Gargoyles to leave Terfin to find outside work (other than as a miner for the Britannian Mining Company). He also noted how well kept the flora is. Belying the fact that we humans once considered Gargoyles daemonic, the gardener, Silamo, does an excellent job of maintaining the flowers and plants.

Terfin



1) Hall of Knowledge
2) Learning center
3) Fellowship hall
4) Healer (Inmanilem)
5) Trainer (Inforlem)
6) Gargoyle tavern
7) Betra's Provisions
8) Sarpling's shop



1) Docks
2) Trainer (Markus)
3) Armour / Provisions (Dell)
4) Shipwright (Gargan)
5) Healer (Chantu)
6) The Honorable Hound
7) Fellowship hall
8) Carts (Petre)
9) Stables
10) Blacksmith
11) Christopher's house

Trinsic

Finnigan. Very little untoward occurs here in Trinsic. Our guards are loyal and stalwart, especially Gilberto, who patrols the docks. He never lets a ship pass without a thorough inspection of its crew.

Like most prominent cities, we have a branch of The Fellowship. Klog and his wife have caused little trouble, although I did notice a little badgering to dissuade Christopher from resigning his membership.

By the road to Britain, just before the swamps, is a troop of actors who perform what they call a Passion Play. I have no idea what they mean, but they seem to attract enough of an audience to make a living.



1) Britannian Mining Company
2) Townhall
3) The Gilded Lizard
4) Provisioner (Eldroth)
5) Trainer and Provisions (Zaksam)
6) Gargoyle tavern
7) Trainer (Aurvidlem)
8) Apothecary (Wis-Sur)
8) Sawmill

Vesper

Liana. Vesper was originally a small camp of miners. Slowly more people migrated here to offer services to the mining residents.

Vesper has remained a good, stable home for hardworking miners and merchant suppliers to live. That is, until Gargoyles started moving here. The mining company began to hire Gargoyles because they lack intelligence and work cheaply. Being so far away, they have no idea how poorly the pitiful beasts work.

I am surprised Cador and Mara are willing to continue working with one. What is his name … Lap-Lem, I believe. At least Cador had the good sense to get rid of the other one after a few months.. I know Auston, our mayor, is campaigning to have the Gargoyles removed, but he has not the backbone to pull it off.

And waste not thy time speaking with Blorn, for he is a fool, and perhaps a thief. Our trainer has confided to me that he once saw Blorn climbing from the provisioner's window late at night.

Yew and Empath Abbey



1) The Brotherhood of the Rose
2) Tseramed
3) Scholar (Perrin)
4) Trainer (Penni)
5) Healer (Reyna)
6) Logger
7) Cemetery (Tiery)
8) High Court
9) Archery trainer (Bradman)
10) Spells (Nicodemus)

Taylor. Naturally, the best reason to visit the Deep Forest is to sample our fine wine. The monks here at Empath Abbey have been fermenting the fruit of our vineyards for centuries. Well, we have not been making wine that long, but the Brotherhood of the Rose has.

Actually, one of our more famous "brothers" is a woman! Aimi's ability in her garden has earned Empath Abbey a second reputation. People often come to view her horticultural delights. Were she interested in making a profit, she would have no trouble selling bouquets as fast as she could grow them. However, she is quite content to sell only to a few friends and visitors who request the flowers.



At the moment, we are the only two monks still here. Another brother of ours departed recently on a nature study. We are bit concerned, for Brother Wayne has yet to return.

Several people moved to this area to escape the busy urban life. Bradman and the ranger Tseramed are two who came for that reason. Others, such as Perrin and the hunter, Penni, came for love of nature. Reyna chose to work in the forest so she could be near wild animals.

Still others live in the forest because their work has brought them here. The logger has a near-endless supply of trees and access to a river flowing to Minoc. The undertaker Tiery, of course, lives near the cemetery. We may not have spent as much time with him as we should, for he seems more interested in speaking with the graves than with us.

Adjacent to our abbey is Britannia's prison and high court, with the official court records of all criminals. Sir Jeff rules with an iron hand, leaving no slack for criminals or guards alike.

To the east in the forest lives a race I call Emps. They deplore killing, even to eat. They have an extreme fondness for sweets, particularly honey, and can detect the emotions of others.

After speaking with Taylor, I asked Aimi for a few of her famous flowers. She gave them without charge, but made me promise to find another with whom I could I share them. I gather that she is a romantic.

Dungeons of Britannia

Addom. Exploring the unknown has always fascinated me. My father gave me my first rope the same day he he gave me a wooden sword. "Both will be useful to thee, my son," he told me. Though he had no gift for prophecy, my father was correct. I have devoted my life to finding exciting places and unique artifacts, and my work has taken me across the continent thrice over. Settle for a more sedate life? Never, say I — though my wife would be pleased were I to do so. I will not cease my search for the unknown until there is nothing more to find. Fortunately — or unfortunately, perhaps — my life will end before I can explore every niche, nook and cranny of this wondrous land. My only hope is that thou wilt enjoy thy travels as much as I have mine!

Ambrosia

1) Illusionary wall
2) Door through invisible wall
3) Caddellite



Ambrosia

Though "Ambrosia" actually refers to the whole island, its lack of human life results in this name being applied to its dungeons, as a whole. The most unique features, so Nelson of Moonglow tells me, are the meteorite chunks that have struck the terrain. He called the mineral "Caddellite" or some such. My one trip there, however, was spent persuading the three-headed hydra not to eat me, so thou wilt forgive me if I have no useful stories to tell about the island.

While boarding my ship, I did see a nude woman flying off in the distance, but a severe case of dehydration might have created the hallucination. Some of my comrades are still talking about a return trip to confirm my sighting, but a gentle reminder of the hydra usually quells that idea quickly enough ...

Bee Cave

These catacombs are home to a large number of bees. Thou might scoff were I to tell thee how fearful most intelligent explorers are of these bees, were I to leave out their description. Larger than a man, meaner than a Jhelom stallion and more deadly than a cyclops are the giant bees. And yet, the search for their sweet, sweet honey has lead more than one man to his death.

I have heard of two people — citizens of Britain, so I hear tell — who live near the caves. A man and woman, from their description. I know not how they survive, but were I to meet them on my next journey home, I would indeed tip my hat.

I have included the Bee Cave map with that of Yew on the previous page.



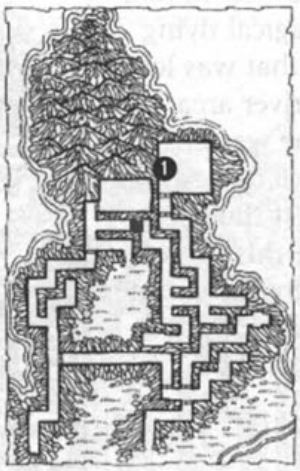
Covetous

This dungeon, one of the eight sealed by the Council of Mages centuries ago, was found to have a seemingly endless supply of iron. When word of the ore recently spread through Britain, the Britannian Mining Company petitioned Lord British and received permission to open the doors. The Mining Company hired a few of us to clear the levels of evil creatures, and then moved in mighty machines and tireless miners to gather the precious minerals. Now, nothing but a few bats here and there bother the workers.

One rather interesting recent report (though 'tis just as likely a baseless rumor) holds that the Britannian Mining Company hired a mage to conceal some of the passageways, No one I've contacted knows the reason for these enchantments, but I hope one day to return and investigate whether the report is true.

Covetous

▬ Invisible path



Deceit

1) Pulling this lever (using *Telekinesis*) is the only way to open the door just before it.

▬ Invisible path

Deceit

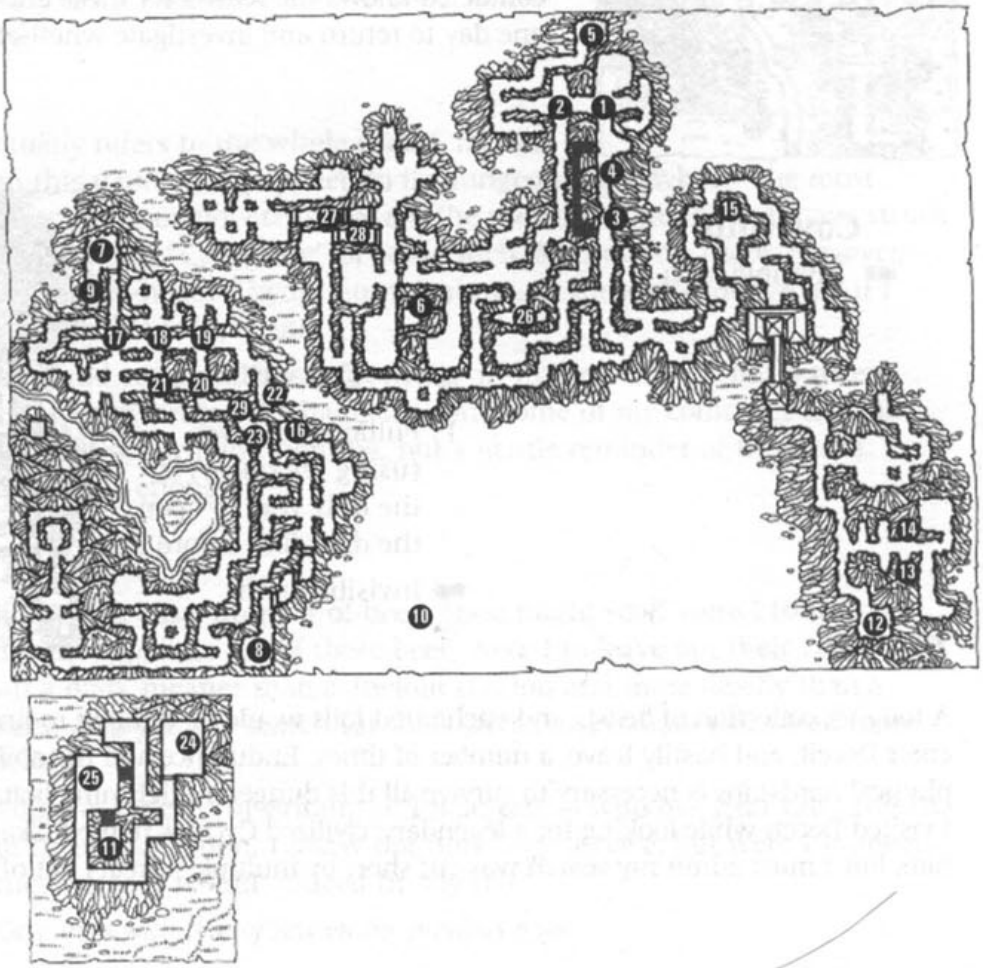
A tougher collection of beasts and enchanted foils would be difficult to find. I was forced to enter Deceit, and hastily leave, a number of times. Endurance and the ability to withstand physical hardships is necessary to survive all this dungeon's lightning bolts and other projectiles. I visited Deceit while looking for a legendary, civilized Cyclops named Iskander. I did not find him, but I must admit my search was cut short by multiple retreats out of the dungeon.

Despise

Do not even bother attempting this dungeon without the ability to unlock magic. Within the chambers, my companions found keys that helped to unlock some of the doors locked by more conventional means. Sadly, however, when I lost a few of my fellows in the dungeons their keys were also lost. The corridors are filled with an assortment of nasty creatures: spiders, gazers, trolls and more. I found one room via a teleporter that provided me with a key. Oddly enough, I chose not to use the key on the door in the room, but to explore the formation of the walls. "Never choose the obvious," a friend once said. One wall turned out to be an illusion, and led to another set of teleporters. At the end of all that was a rather pleasant sum of treasure ... which I was forced to leave behind when the headlesses showed up. If thou dost find this loot, speak kindly of me in the taverns.

I remember seeing a few fountains, but I reflected upon the story of Fulgrihm and his search for the sacred Fountain of Wealth. If thou dost know the story of which I speak, and of his horrible death at the foot of a trapped fountain in Despise, thou wilt understand my disinterest in fountains of any kind.

A book I once read in the Lycaeum told of a magical flying carpet that was lost in the river area near the western entrance to Despise. Shouldst thou acquire this useful item, thy travel time would be lessened considerably.



Despise

1) Teleporter to (2)
2) Teleporter from (1)
3) Teleporter to (4)
4) Teleporter from (3)
5) Invisible path to teleporter to (6: northwest)
6) Southeast: Teleporter to (7: north)

 Northwest: Teleporter from (5)
7) North: Teleporter from (6: southeast)

 South: Teleporter from (12: south)
8) (All three points are up an invisible staircase)

 Southwest: Teleporter to (9: north)

 Northeast: Teleporter to (10)

 Southeast: Teleporter to (11)

▬ Invisible paths

9) North: Teleporter from (8: southwest)

 Center: Teleporter to Selwyn's tower, just west of Despise (The lever on the top floor opens the secret door to escape from the tower.)

 South: Teleporter to pirate's lair, at the northeasternmost tip of Britannia
10) Teleporter from (8: northeast)
11) Teleporter from (8: southeast)
12) South: Teleporter to (7: south)

 East: Teleporter to (13)

 North: Teleporter to (14)

 West: Teleporter to (15)
13) Teleporter from (12: east)
14) Teleporter from (12: north)
15) Teleporter from (12: west)
16) Teleporter to (17)
17) Teleporter from (16)
18) Teleporter to (19)
19) Teleporter from (18)
20) Teleporter to (21)
21) Teleporter from (20)
22) Teleporter to (23)
23) Teleporter from (22)
24) West: lever opens door into (25)

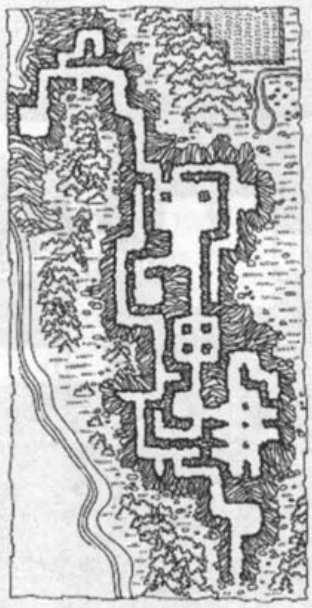
 Southcentral: Teleporter to (8)

 Southeast: Teleporter to wooded area just west of Despise and east of the beach
25) Door can only be opened with lever at (24)
26) Switch for door in corridor due south
27) Heading west, first lever opens first two doors. Second lever opens third door. First two doors shut again after passing third door.
28) Lever here opens first two doors at (27)
29) Impassible

Destard

There is little to say about Destard that has not already reached every tavern from Vesper to Jhelom: dragons! I once stole into this den on a dare from my good friend, Tim — well, he was a friend, until I got out! I passed through the entrance and actually made it as far as the north chamber. That was when I encountered mama and papa dragon ... and their thirty or so children. I cannot remember another time when I have run so quickly.

Another, lesser known rumor tells of the one creature that can coexist with the dragons in Destard. It is not a hydra or a drake, but a unicorn who wanders the cavern tunnels freely! Unsurprisingly, no one has been able to stay long enough within the dungeon to confirm this legend ...



Destard

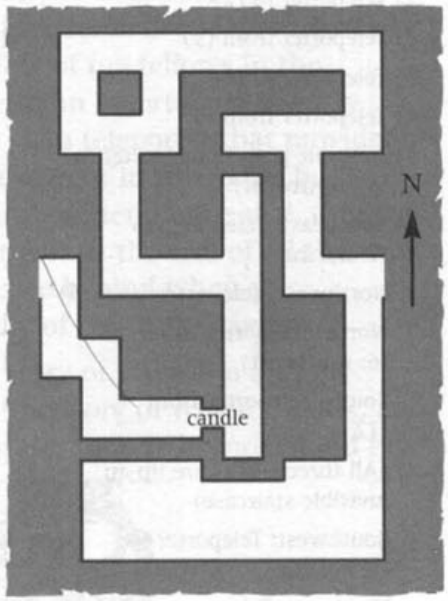
Isle of the Avatar

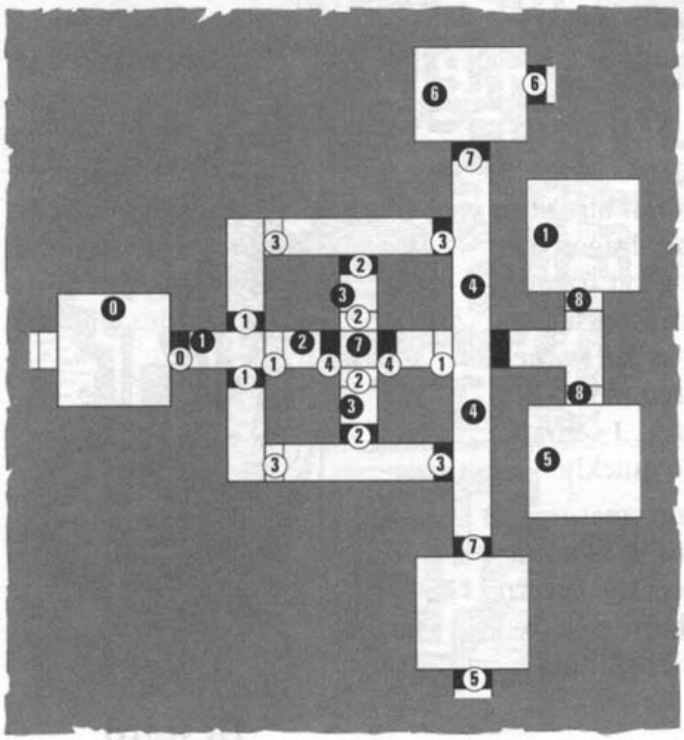
This dungeon is a collection of several complicated mazes and teleportation magics. Much of my mapping in the northern tip comes from speculation only, based on the shape of the chambers and where I would expect them to fit.

I do not like discussing this place in length, despite the great number of years that have passed, for 'tis another dungeon in which I lost a comrade. She was an adept explorer, but we became separated while searching for keys to open some of the many locked doors. I glanced in an alcove and when I turned back to speak with her, she had disappeared — fell through an illusionary wall, I suspect.

Some sailors who frequent the surrounding waters have reported sighting a dragon preying on the seas. I know sailors are wont to imagine a great many creatures — mermaids usually but I can think of none who would deliriously dream up such a beast. Like as not the rumor is true.

Invisible Maze





Lever Puzzle

(0) - (7) Numbers in black circles mark levers; numbers in white circles mark doors. Levers open/close their corresponding doors. Some doors (those in white) begin open; other doors (in black) begin closed.

(8) Normally locked door

Proper lever sequence: 0, 2, 1, 3, 4, 3, 1, 7

North exit: lever 6

South exit: pick lock at 8, then pull lever 5

Open door at beginning

Closed door at beginning

Isle of the Avatar



1) Teleporter to (2) (and from (3) or (4))
2) Teleporter to (3) (and from (1))
3) Teleporter to (1) (before (5) is reached) or (4) (after (5) is reached)
4) Teleporter to (1) (and from (3))
5) When chair here has been occupied, (3) teleports to (4), rather than to (1)
6) Teleporter to and from (7)
7) Teleporter to and from (6)
8) Teleporter to (9)
9) Teleporter from (8)
10) Teleporter to (11)
11) Teleporter from (10)
12) Teleporter to (13: center)
13) Center: Teleporter from (12)
 Northwest: Teleporter to (14)
 Northeast: Teleporter from (17)
14) Teleporter from (13: northwest)
15) Teleporter to (16)
16) Teleporter from (15) (Black Gate)
17) Teleporter to (13: northeast)
18) Black Gate key necessary to open this gate
19) Black Gate key necessary to open this door
20) Slider switch for (21)
21) Door opened by switch at (20)
22) Three switches for cells to southwest:
 Left and right switches change door
 selection one door to the left or the right.
 Center switch opens the selected door.
23) Switch opens east door
24) Lever puzzle (see p. 186)
25) Switch here opens sliding doors to northwest and southwest
26) Lever here opens door to southeast
27) Two levers at south each open a door to this room. (Doors automatically close as thou enter this room.)
28) Lever here opens secret door out of room.
29) Sliding doors with hidden triggers (check under Fellowship medallion)
30) Invisible maze (see p.186)
31) Lever behind barrel (opens passageway)
32) Blue Key

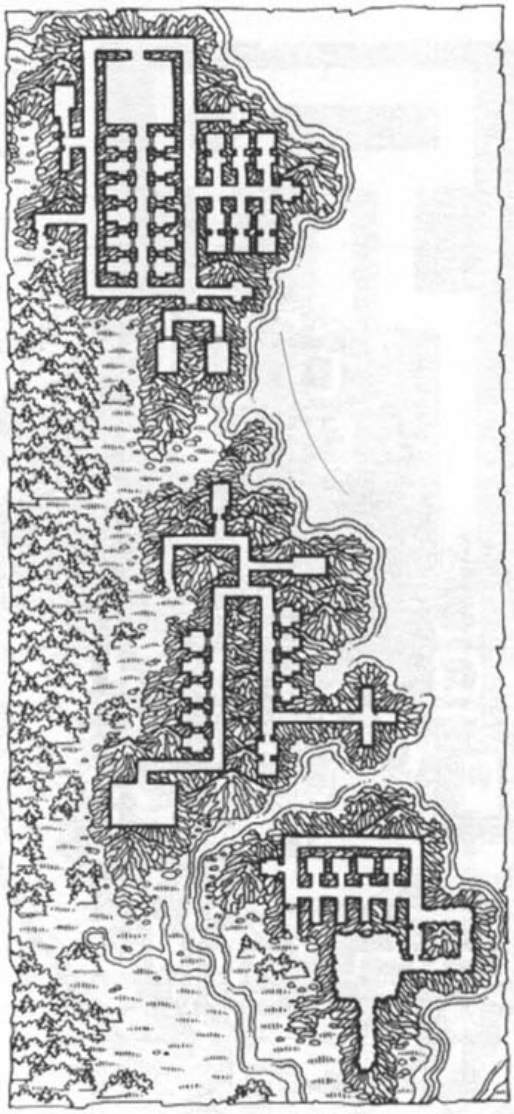
▬ Invisible paths

Wrong

Built centuries ago as a collection of three prisons, Wrong is still filled with a variety of inhuman guardians and their horded treasures. The southernmost dungeon was never completed, and is therefore the smallest and least dangerous.

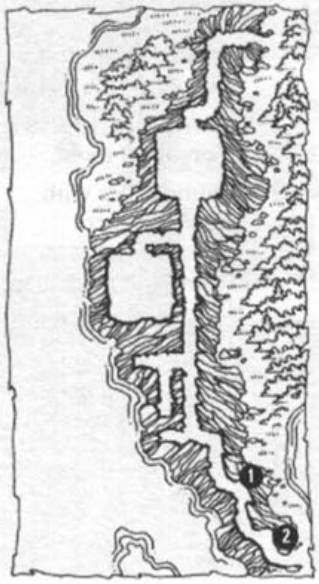
My original reason for exploring these labyrinthine tunnels was a rumor I had heard involving a cannibalistic jailer who cared more for the flesh of his prisoners than the baubles they carried. A word of advice to any who enter the northern cavern: a terrible liche has made his home there, and woe to any who trespass.

Wrong



Spirit Tunnels

1) Teleporter to (2)
2) Teleporter from (1)



Spirit Tunnels

The last time I visited Paws, I took a short journey to this cave. I remember almost nothing about the tunnels, which should tell thee quite a bit about what little there is to see. When I was there exploring, its few chambers seemed devoid of life. Perhaps that is why it is called the "Spirit Tunnels, " for I spied nothing living. That was some time ago, however, and things may have changed since then.

Generators of the Guardian

I am uncertain as to what these clues pertain, but they seem related to the generators the Time Lord mentioned. Judging by the statements given here, I expect they either provide solutions to the puzzles guarding these generators, or the recommended actions once "inside" the generators, themselves. I hope thou canst make more of these words than can I!

Tetrahedron

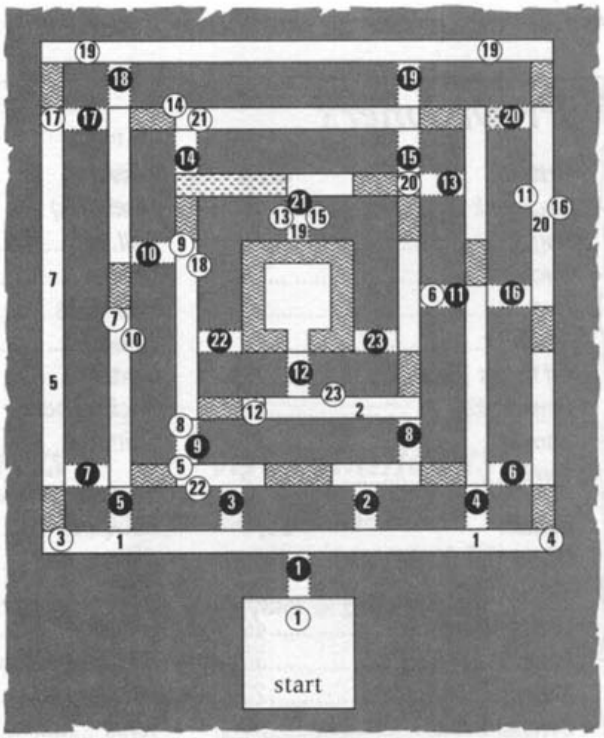
The Tetrahedron generator is located in the room at the northeastern tip of Deceit. There is no puzzle here. All that is necessary — not to imply it is an easy task — is to defeat the ethereal monster. A magical weapon is required to harm it, a glass sword being the ideal choice of arms.

Sphere

The Sphere generator is located at the western edge of the dungeon Despise and surrounded by three stone walls within the cavern chamber itself. Simply step into the Moongates in the following sequence: red, blue, blue, red. Be careful, for a wrong Moongate will force thee back in time.

Cube

The Cube generator can be found in the room farthest north in the dungeon on Fellowship Isle. The diagram describes the solution to this puzzle. Walk along the square paths to the center, where the little cube is located. Stepping in a numbered area creates and/or destroys the temporary bridges between paths having the same number(s). Thou must be careful not to enter the fire field traps. Tread carefully, for an incorrect move can set thee back or, worse, kill thee.



Cube Puzzle

Numbers in black circles indicate temporary bridges.

Numbers in white circles mark triggers to create the identically numbered temporary bridge.

Numbers without circles mark triggers to destroy the identically numbered temporary bridge.

Invisible barrier

Fire field

Useful Lists

Octavius. As any experienced explorer will tell thee, preparation is the key to success, and the first step is choosing the proper equipment. One wouldst not try to scale a wall without rope, or enter a cave without a lantern and oil. But where canst one acquire such items, I hear thee ask. At any of these convenient stores (which I happen to supply), thou canst find a great variety of gear for camping, exploring or whatever thy heart dost desire! Of course, not every one will have all of the equipment necessary to satisfy thee for, after all, there is a great demand for such items, and thy local merchant may be temporarily out of stock.

As I agree with Octavius that thou wilt need equipment, herewith is his list of provisioners and supplies.

Provisioners

Britain	***Greg***
Backpack	*15*
Bag	*8*
Bucket	*8*
Hoe	*20*
Lockpick	*10*
Oil flasks (dozen)	*72*
Powder keg	*35*
Shovel	*20*
Torch	*5*

Britain	***Gaye***
Dress	*30*
Kidney belt	*20*
Leather boots	*40*
Pants	*30*
Shoes	*20*
Swamp boots	*50*
Tunic	*30*

Buccaneer's Den	***Budo***
Lockpick	*10*
Torch	*5*

Moonglow	***Carlyn***
Heavy cloak	*50*
Dress	*45*
Hood	*10*
Pants	*30*
Tunic	*30*

Paws	***Beverlea***
(Antiques)	
Bell	*6*
Cradle	*10*
Hourglass	*5*
Lute	*20*
Sextant	*20*
Rocking horse	*12*
Spittoon	*1*

Serpent's Hold	***Lady Jehanne***
Backpack	*13*
Cannon ball	*10*
Jug	*3*
Lockpick	*10*
Oil flasks (dozen)	*60*
Powder keg	*30*
Torch	*4*

Terfin	***Betra***
Bag	*6*
Bucket	*3*
Oil flasks (dozen)	*72*
Powder keg	*35*
Shovel	*14*
Torch	*4*

Terfin	***Sarpling***
Gold chain	*20*
Gold clawring	*10*
Gold earrings	*5*
Gold horncaps	*30*

Trinsic	***Dell***
Backpack	*12*
Bedroll	*15*
Bucket	*2*
Lockpick	*8*
Swamp boots	*40*
Torch	*4*

Vesper	***Eldroth***
Backpack	*10*
Bag	*3*
Hoe	*10*
Oil flasks (dozen)	*48*
Powder keg	*30*
Shovel	*10*
Torch	*3*

Vesper	***Aurvidlem***
Bucket	*4*
Cloth	*3*
Jar	*2*
Oil flasks (dozen)	*60*
Powder keg	*25*
Torch	*4*

Foodstuffs

Britain

Figg	
Apple	*5*
Fred (Farmer's Market)	
Beef	*20*
Ham	*20*
Fowl	*3*
Mutton	*3*
Meat on a spit	*3*
Dried meat	*2*
Flounder	*7*
Trout	*5*
Kelly (Farmer's Market)	
Eggs (dozen)	*12*
Apple	*3*
Banana	*3*
Carrots	*3*
Grapes	*3*
Pumpkin	*4*
Willy (baker)	
Bread	*4*
Cake	*3*
Pastry	*3*
Rolls	*4*
Gordon	
Fish and chips	*8*

Paws

Thurston (miller)	
Sack of flour	*12*
Morfin (butcher)	
Beef	*2*
Ham	*4*
Mutton	*3*
Andrew (dairy farmer)	
Milk	*3*
Cheese	*2*
Camille (farmer)	
Carrots	*1*

Transport

Ship Deeds

City	*Merchant*	*Ship*	*Cost*
Britain	*Clint*	*"The Beast"*	*800*
Buccaneer's Den	*Budo*	*"The Lusty Wench"*	*800*
Minoc	*Owen*	*"The Excellencia"*	*1000*
New Magincia	*Russell*	*"The Nymphet"*	*600*
Serpent's Hold	*Jehanne*	*"The Dragon's Breath"*	*600*
Trinsic	*Gargan*	*"The Scaly Eel"*	*600*

Sextants

City	*Merchant*	*Cost*
Britain	*Clint*	*100*
Minoc	*Owen*	*150*
New Magincia	*Russell*	*40*
Trinsic	*Gargan*	*80*

Carts

City	*Merchant*	*Cost*
Britain	*Diane*	*120*
Trinsic	*Petre*	*60*

Apothecaries

Britain	*Kessler*
Awakening	*30*
Curing	*150*
Healing	*150*
Illumination	*50*
Invisibility	*100*
Poison	*15*
Protection	*150*
Sleep	*15*
Silver serpent venom	*50*
Moonglow	***Mariah***
Awakening	*15*
Invisibility	*90*
Vesper	***Wis-Sur***
Awakening	*10*
Curing	*150*
Protection	*150*
Sleep	*30*

Miscellaneous

Mint in Britain

Pays 10 gold per nugget, 100 per bar

Jeweler in Britain	
Ankh	*200*
Gem	*75*
Gold ring	*100*
Wedding band	*150*
Baths in Buccaneer's Den	
Admission	*300*
Ale	*5*
Wine	*5*
New Magincia	
Flowers (bouquet)	*12*

Armourers

Britain	Grayson
Dagger	20
Mace	20
Sling	20
Spear	25
Sword	100
Throwing axe	25
Two-handed sword	250
Two-handed axe	100
Leather armour	50
Chain armour	150
Plate armour	300
Leather gloves	20
Crested helm	75
Spiked shield	60

Britain	Coop (Iolo's Bows)
Bow	40
Crossbow	125
Triple crossbow	400
Arrows (dozen)	25
Bolts (dozen)	30

Buccaneer's Den	Budo
Bow	40
Club	20
Dagger	20
Halberd	250
Sword	100
Arrows (dozen)	25
Bolts (dozen)	30
Plate armour	325
Plate leggings	200
Scale armour	100
Gauntlets	25
Gorget	40
Great helm	200

Serpent's Hold	Jordan (Iolo's South)
Bow	35
Magic bow	400
Crossbow	110
Triple crossbow	350
Arrows (dozen)	20
Bolts (dozen)	20

Jhelom	Kliftin
Club	5
Dagger	10
Halberd	150
Mace	15
Main gauche	20
Morningstar	15
Sword	60
Scale armour	120
Gorget	30
Crested helm	150

Minoc	Zorn
Dagger	12
Mace	15
Sword	70
Throwing axe	20
Two-handed sword	125
Two-handed axe	70
Chain coif	80
Chain armour	100
Chain leggings	50
Plate armour	300
Plate leggings	120
Gauntlets	20
Crested helm	60
Great helm	150

Serpent's Hold	Sir Richter
Dagger	12
Halberd	200
Mace	20
Morningstar	25
Spear	25
Sword	65
Two-handed sword	175
Gauntlets	18
Greaves	40
Plate leggings	160
Gorget	175
Great helm	150
Buckler	18
Curved heater	35
Spiked shield	22

Trinsic	Dell
Bow	30
Club	15
Dagger	10
Mace	15
Sling	10
Sword	50
Two-handed sword	80
Two-handed hammer	60
Arrows (dozen)	10
Bolts (dozen)	15
Leather leggings	25
Chain leggings	35
Leather armour	40
Leather helm	25
Wooden shield	15

Vetron's Guide to Weapons and Armour

Following this long list of merchants, Octavius handed me a book, "Vetron's Guide to Weapons and Armour," which he claimed was given to him by Kliftin in Jhelom. He recommended I translate the information — for he could not — and present it to thee. While I doubt I am more capable than he for such I task, I offer what I can.

Weapons

The first section apparently indicates the damage inflicted by a particular weapon. I have broken the ratings down into five categories: very low (VL), low (L), medium (M), high (H) and very high (VH). A sixth category (special — S) is reserved for those weapons whose effects seem to be immeasurably high.

Axe, two-handed	*VH*
Blowgun	*VL*
Bow (arrow)	*H*
Cannon	*S*
Club	*VL*
Crossbow (bolt)	*VH*
Dagger	*VL*
Halberd	*VH*
Hammer	*L*
Hammer, two-handed	*VH*
Knife	*VL*
Mace	*M*
Main gauche	*VL*
Morningstar	*M*
Powder keg (lit)	*S*
Sling	*L*
Sword	*M*
*Sword, two-handed**	*VH*
Throwing axe	*L*
Torch (lit)	*L*
Triple crossbow (bolts)	*S*
Whip	*L*

** almost a special (S) weapon*

Armour and Shields

The second section, armour and shields, follows the same principle as the first. However, here the ratings indicate the amount of protection from the effects of weapons and damaging spells. For armour, I have eliminated the very low (VL) category. Note that the value is determined not just by the resistance of the material, but also by the location of the item. For example, leather armour covers a much greater area than a gorget, but the throat is a much more vital target than, for example, the lower chest. However, plate armour is of the same material as a gorget and protects a larger area. Therefore, it is ranked higher.

Buckler	*L*	*Leather armour*	*L*
Chain armour	*M*	*Leather boots*	*L*
Chain coif	*M*	*Leather collar*	*L*
Chain leggings	*M*	*Leather gloves*	*L*
Crested helm	*H*	*Leather helm*	*L*
Curved heater	*H*	*Leather leggings*	*L*
Gauntlets	*M*	*Plate armour*	*VH*
Gorget	*H*	*Plate leggings*	*H*
Great helm	*VH*	*Scale armour*	*M*
Greaves	*M*	*Spiked shield*	*M*
Kidney belt	*L*	*Wooden shield*	*M*

Taverns

Britain	The Blue Boar (Lucy)
Beef	20
Ham	20
Mutton	6
Trout	5
Bread	4
Cake	3
Ale	5
Mead	15
Wine	5
Silverleaf	50

Britain	The Blue Boar (Jeanette)
Beef	18
Ham	18
Mutton	5
Trout	4
Bread	3
Cake	2
Ale	4
Mead	12
Wine	4
Silverleaf	45

Buccaneer's Den	The Fallen Virgin
Mutton	6
Flounder	5
Bread	5
Ale	5
Wine	5
Silverleaf	50

Cove	The Emerald
Mutton	3
Trout	3
Bread	2
Cake	2
Ale	2
Mead	7
Wine	3
Silverleaf	30

Jhelom	The Bunk and Stool
Ham	10
Jerky	25
Fish	3
Ale	2
Mead	5
Wine	2
Silverleaf	20

Minoc	The Checquered Cork
Bread	3
Cheese	7
Grapes	2
Ale	3
Mead	10
Wine	5
Silverleaf	35

Moonglow	The Friendly Knave
Ham	10
Mutton rations	12
Trout	2
Cake	2
Ale	3
Wine	4
Silverleaf	25

New Magincia	The Modest Damsel
Jerky	12
Fish	5
Ale	2
Mead	5
Wine	1

Paws	The Salty Dog
Jerky	12
Bread	2
Cheese	4
Grapes	1
Ale	1
Mead	4
Wine	2

Serpent's Hold	Hallowed Dock
Ham	15
Mutton rations	16
Trout	3
Bread	6
Cake	1
Grapes	3
Milk	4
Cheese	3
Ale	2
Mead	10
Wine	5

Terfin	Gargoyle Tavern
Ham	9
Mutton rations	12
Jerky	12
Flounder	2
Bread	1
Cake	1
Cheese	3
Grapes	1
Milk	3
Ale	1
Mead	7
Wine	2

Trinsic	The Honorable Hound
Mutton	3
Flounder	3
Bread	2
Cake	2
Ale	2
Mead	7
Wine	3
Silverleaf	30

Vesper	The Gilded Lizard
Mutton rations	20
Flounder	4
Bread	4
Ale	1
Mead	5
Wine	1

Vesper	Gargoyle Tavern
Ham	10
Mutton rations	14
Cake	5
Ale	2
Wine	9

Inns (per person per night)

Britain	Wayfarer's Inn	10	Minoc	The Checquered Cork	8
Buccaneer's Den	The Fallen Virgin	10	New Magincia	The Modest Damsel	3
Cove	The Out'N'Inn	8	Paws	The Salty Dog	5
Jhelom	The Bunk and Stool	5	Trinsic	The Honorable Hound	6

Healers

Leigh. Healers provide several valuable services. Not only are we able to enhance the body's natural healing process, but we can also eliminate many toxins.

However, whilst we are all, I am sure, quite equally competent as healers, there is a noticeable difference in our prices. And this, coupled with our proximity in relation to the wounded, will be the greatest determinant of each healer's usefulness.

Lady Leigh then proceeded to dictate a list of all the healers she knows who offer services in the land. I include this with the sincere hope that it will never be of service to thee.

Healing	Britain Csil	Cove Jaana	Moonglow Elad	Serpent's Hold Leigh	Terfin Inmanilem	Trinsic Chantu	Yew Reyna
Healing	40	30	25	25	25	30	30
Curing Poison	30	15	10	8	10	15	10
Resurrection	450	400	425	385	430	400	400

Trainers

Here, Avatar, is a list of all trainers. Some can give more extensive training in a particular area, as indicated in this list. As thou dost become more experienced, thou wilt be able to apply thy knowledge and practice to enhance thy skills and talents. The greater your knowledge and experience, the better the training thou canst receive.

Location	Trainer	Cost	Training Available
Britain	Denby	75	Dexterity, Intelligence, Magic
Britain	Sentri	30	Dexterity
Britain	Zella	45	Dexterity, Combat
Buccaneer's Den	Lucky	35	Intelligence
Cove	Rayburt	60	Strength, Dexterity, Combat
Jhelom	De Snel	40	Combat (extensive)
Minoc	Karenna	20	Dexterity, Combat
Minoc	Jakher	20	Strength, Intelligence
Moonglow	Chad	45	Dexterity, Combat
Moonglow	Jillian	35	Intelligence, Magic
Serpent's Hold	Menion	45	Strength, Combat
Terfin	Inforlem	50	Strength, Dexterity, Combat, Intelligence (extensive), Magic
Trinsic	Markus	20	Combat
Vesper	Zaksam	40	Combat (extensive), Strength
Yew	Bradman	30	Dexterity (extensive)
Yew	Penni	35	Strength, Combat
Yew	Perrin	45	Intelligence (extensive), Magic

Spells

Jillian. Mages are almost as varied as the art they practice. Some prefer to select their spells based on a specific element, such as fire. Others choose based on how malevolent they want their effects to be. And still others combine these two methods and more! Typically speaking, the less complex a spell is, the greater the chance a particular mage will have it to sell — and the greater the chance that a studying wizard will be able to comprehend it! To illustrate, consider that all of Britannia's mages know every Linear spell and several First Circle spells, whilst the very same enchanters will know, perhaps, no more than one or two in the Eighth Circle.

An interesting aspect of magic is that, although the caster must possess a certain degree of ability, spells of any circle may be transferred between spell books regardless of each individual's power. Of course, with the rather odd and mysterious direction that magic is currently taking, very few wizards can access any magic. Interestingly enough, this does not yet seem to affect their ability to transfer — that is, sell — spells.

Britain (Ny). Lord British's advisor, Nystul, has chosen to concentrate on his ability to aid in the defense of our noble monarch. He once described to me what he considers to be the greatest application for the Eighth Circle spell, Death Vortex. Cast the spell on oneself, not on an opponent. Though he never revealed how, he did explain that this would greatly increase the spell's duration, and would have no ill effects upon the caster or his comrades.

Cove (Ru). In Cove can be found Rudyom. He offers a greater variety than many other spellcasters.

Moonglow (Ma). Here in Moonglow, Mariah has chosen, and therefore sells, spells that will do the least amount of harm to others. Her goal was to find enchantments that would either pacify an opponent or affect its will.

Vesper (WS). I know the least about Vesper's Gargoyle mage, Wis-Sur, though I am planning soon to visit him and learn more about his view's on the art of spellcasting. What I have seen and heard indicates that he concentrates his studies on the powerful effects of energy and the destruction of obstacles. He charges far more than most for regrets, but I understand he is willing to haggle.

Yew (Ni). Nicodemus, in Yew, is known for his love of research. Thus, there is no predictable pattern in the spells he knows, except that they demonstrate a thirst for knowledge precluding any organization.

Terfin (Sa). In Terfin, the Gargoyle Sarpling is no wizard, but he does sell reagents to the other members of his community, in addition to travelling mages who call on him.

Spell	Ny	Ru	Ma	WS	Ni
First Circle					
Awaken All	—	25	—	—	—
Create Food	35	—	60	—	—
Cure	—	25	80	—	25
Detect Trap	—	25	100	—	25
Great Douse	35	—	—	30	—
Great Ignite	—	—	—	30	25
Light	35	25	40	30	—
Locate	35	—	—	30	25
Second Circle					
Destroy Trap	—	45	100	50	45
Enchant	55	—	—	50	45
Fire Blast	—	45	—	50	—
Great Light	—	45	—	50	—
Mass Cure	55	—	—	—	—
Protection	55	—	80	—	45
Telekinesis	55	45	60	—	—
Wizard Eye	—	—	40	—	45
Third Circle					
Curse	—	65	—	70	—
Heal	85	65	40	—	—
Paralyze	—	65	—	70	65
Peer	—	—	60	—	65
Poison	—	65	—	70	65
Protect All	85	—	100	—	—
Sleep	85	—	80	—	—
Swarm	85	—	—	70	65
Fourth Circle					
Conjure	95	—	—	90	—
Lightning	—	85	—	90	—
Mark	—	85	40	—	85
Mass Curse	95	—	—	90	—
Recall	—	85	60	—	85
Reveal	95	—	—	90	—
Seance	—	85	80	—	85
Unlock Magic	95	—	100	—	85
Fifth Circle					
Charm	—	115	60	—	—
Dance	—	115	100	—	—
Dispel Field	125	—	—	120	115
Explosion	—	115	—	120	115

Spell	Ny	Ru	Ma	WS	Ni
Fifth Circle (cont.)					
Fire Field	125	—	80	120	—
Great Heal	125	115	—	—	—
Invisibility	125	—	40	—	115
Mass Sleep	—	—	—	120	115
Sixth Circle					
Cause Fear	145	—	80	—	—
Clone	—	135	40	140	—
Fire Ring	145	—	—	140	135
Flame Strike	145	—	—	140	—
Magic Storm	—	135	100	—	135
Poison Field	—	135	—	—	135
Sleep Field	145	135	60	—	—
Tremor	—	—	—	140	135
Seventh Circle					
Create Cold	—	155	—	—	—
Death Bolt	165	—	—	—	155
Delayed Blast	—	155	—	—	155
Energy Field	165	—	100	—	155
Energy Mist	165	—	60	—	155
Mass Charm	—	155	—	—	—
Mass Might	165	—	40	—	—
Restoration	—	155	80	—	—
Eighth Circle					
Armageddon	—	185	—	—	—
Death Vortex	195	—	—	—	185
Invisibility All	195	—	100	—	—
Mass Death	195	—	—	—	185
Resurrect	—	185	40	—	—
Summon	—	185	—	—	185
Swordstrike	—	185	80	—	185
Time Stop	195	—	60	—	—

Reagents	Ny	Ru	Ma	WS	Ni	Sa
Black Pearl	10	5	8	34	—	—
Blood Moss	6	3	—	16	3	2
Garlic	—	—	1	—	2	1
Ginseng	4	2	2	—	—	1
Mandrake Root	10	5	7	32	5	—
Nightshade	—	—	6	—	5	—
Spider's Silk	—	—	—	20	3	—
Sulfurous Ash	8	4	—	25	—	3

My Inquiries, Arranged Sequentially, with Responses from the Wisps and the Time Lord

How shouldst the Avatar begin the search for clues in TRINSIC?

The entity known as the "Avatar" must first search the "stables" carefully. Any item of importance should be taken for evidence.

The key found on the victim's body is integral to the Avatar's investigation. It will help to unlock both the mystery, and a chest in the victim's house. The Avatar shouldst speak again with the mayor, who will offer a solid base from which to begin the investigation.

After the Avatar has found the CHEST, what should be done?

The "Avatar" will need to speak with the young "human" known as "Spark."

Inside the chest, the Avatar will find gold, a medallion and a scroll indicating that the gold was given as payment for an unknown service. Talking to Christopher's son, Spark, will yield useful information about an organization called The Fellowship, in addition to possible suspects.

Is there anyone else with whom the Avatar shouldst speak?

The "human" who serves as a "guard," called "Gilberto," and the head of the organization known as "The Fellowship" will have information useful to the "Avatar."

Gilberto, who lies wounded at the healer's, will tell the Avatar about "The Crown Jewel," a ship headed for Britain. Klog will offer information about two travellers, both members of The Fellowship, who have also headed for Britain. The Avatar should now have enough information to present a report to Finnigan and gain the password.

Where shouldst the Avatar go AFTER LEAVING TRINSIC?

The "Avatar" will be able to gather much useful information in "Britain", especially if the "Avatar" speaks with the entity known as "Lord British."

Once in Britain, the Avatar should converse with Lord British, for he knows much about the events in his land. He will tell the Avatar about Britannia's recent troubles with magic and the Moongates, and also offer the Orb of the Moons. The Avatar shouldst not refuse that gift! In addition, Lord British will mention that Rudyom, the mage in Cove, has been experimenting with a substance known as blackrock to see how well its magical powers can reproduce the effects of the Moongates. He will request that the Avatar seek Rudyom out as soon a possible.

BEFORE leaving for COVE, is there anyone or anything else that could offer useful information?

Only the one known as "Batlin" must be contacted. But, there are other "humans" who are useful as information sources.

Batlin will tell the Avatar about the two travellers, Elizabeth and Abraham, and that they have gone on to Minoc. Despite any hesitations, the Avatar must know he will eventually find the desire or the need to join The Fellowship. Since Batlin is the only one who can administer the test, the Avatar's best chance to join will be

during this first stay in Britain. As a show of faith, Batlin will ask the Avatar to deliver a sealed package to Elynor, The Fellowship head in Minoc. However, the Avatar will not be permitted to actually join until after having delivered the box to Elynor, in addition to any other quests which Batlin might conceive.

There are others who can offer a few clues to the Avatar while in Britain: Patterson, the mayor; Clint, the shipwright; Millie and Gordon. Though the Avatar may choose either city first — Minoc or Cove, the straightest path leads through Cove to Minoc.

What shouldst the Avatar do while in COVE?

The entity known as "Rudyom" can answer the questions raised by "Lord British."

Rudyom will offer information about a strange, newly discovered substance known as blackrock. In addition, he will give the Avatar a transmutation wand, which he claims is necessary to enchant the material so it may be used as a gate. Unfortunately, the only result from the wand so far is the destruction of blackrock, not its enchantment! Reading Rudyom's notebook on blackrock will also reveal important information. There is little else in the way of clues in Cove. Take carew not to destroy all of the blackrock!

What is the first course of action upon reaching MINOC?

An event "you" call "murder" will have transpired. "I" suggest the "Avatar" speak with the other "humans" and note elements of the event. The "Avatar" should investigate the site thoroughly.

The murder will have been performed in a similar manner to Christopher's death. Near the dead body, the Avatar will find a serpentine dagger. This item is a useful clue in solving both murders, but certainly not necessary. The next step is simply to deliver the package to Elynor.

What should the Avatar's do after speaking with ELYNOR?

The "Avatar" will have many choices. As long as the "Avatar" maintains a focus and follows paths of information, there is no incorrect course of action.

Actually, there are two main pathways for the Avatar to follow. The first involves tracking Elizabeth and Abraham, whom Elynor will say have gone to Paws. The other option will involve seeking the guidance of the Gypsy, Margareta, who will tell the Avatar to seek out the Wisps.

Tell me first, if thou wilt, about the path leading to ELIZABETH AND ABRAHAM IN PAWS.

In the city called "Paws" the "Avatar" must find and speak with the one known as "Feridwyn."

Feridwyn is The Fellowship member in Paws who runs the shelter for the needy there. Though Paws contains no actual Fellowship branch, Feridwyn is the closest thing there to a branch leader. He will tell the Avatar that, as usual, the two have left just one step ahead. This time, they are on their way to Jhelom.

And in JHELOM?
What wilt the Avatar find there?

"Jhelom" is without a branch of "The Fellowship." The "human" known as "Joseph," who functions as the mayor, must be contacted.

In Jhelom, Joseph will mention that the two travellers have arrived, but have already departed for Britain. Following Elizabeth and Abraham to Britain will enable the Avatar to contact Batlin and complete the induction requirements for The Fellowship.

There will be an opportunity and reason to ask De Snel, the trainer in Jhelom, about the serpentine dagger found in Minoc. The Avatar must be wary, for De Snel does not like secrets to get out, especially the knowledge that he is a Fellowship member!

Will the Avatar find Elizabeth and Abraham upon arriving in BRITAIN?

The "Avatar" will again be too late to find those who are being sought. However, contact with "Batlin" will still offer information of use to the "Avatar."

Although Elizabeth and Abraham will have already left for Vesper, the Avatar will have the opportunity to join The Fellowship and lose only a day of travel. Batlin will ask the Avatar to visit the dungeon Destard, in search of a chest full of gold.

Will there be much difficulty in retrieving the CHEST?

The place called "Destard" is filled with many creatures "you" call "dragons." The entity known as the "Avatar" must defeat them or find ways to avoid them.

The best way to sneak past a dragon is with the Fifth Circle spell, *Invisibility.* There are also potions and rings that will perform the same duty. The Avatar must look south and east of the entrance for the chest. It will not be easy to locate, and will be empty instead of filled of gold.

Tell the others to "leave" and "wait" and attend the 9 p.m. meeting of The Fellowship to be inducted and given a medallion like the one in Christopher's chest. Then follow the two travellers, this time to Vesper.

Whom shouldst the Avatar ask about Elizabeth and Abraham once in VESPER?

"Vesper" is without a branch of "The Fellowship." The entity known as the "Avatar" must seek out the "human" called "Auston."

While Auston knows nothing about The Fellowship, he will have been contacted by Elizabeth and Abraham about the local mines. Auston will tell the Avatar that he sent them to speak with Cador, who heads the local branch of the Britannian Mining Company. As usual, the Avatar will learn from contacting Cador that the travellers have already gone about their business, this time headed for Dagger Isle and Moonglow.

What will the Avatar find in MOONGLOW?

In the city called "Moonglow," the one named "Rankin" will give the "Avatar" the desired information.

Rankin, leader of the local Fellowship branch, will have just seen Elizabeth and Abraham off to Terfin, home of the Gargoyles. There is a branch of The Fellowship there, and the two travellers are continuing their journey to contact all of the Fellowship branch leaders.

Who is the Fellowship leader in TERFIN?

The "Avatar" shouldst speak with the "Gargoyle" known as "Quan."

Quan is the leader in Terfin. He will be quite friendly to the Avatar, and will acknowledge that Elizabeth and Abraham came to Terfin very recently. Unfortunately, they have already completed their duties and are on their way to the Meditation Retreat of The Fellowship, which is located on what was once called Avatar Isle.

Who is in charge of this "MEDITATION RETREAT"?

The "Retreat" is managed by only one "human." The "Avatar" must find the one called "Ian" to learn more.

Ian will have little to say unless the Avatar has already joined The Fellowship, in which case he will permit entrance into the Retreat. He will also admit that Elizabeth and Abraham stopped off at the Retreat on their way to Buccaneer's Den. However, before the Avatar will be able to track the two travellers any farther, it will be necessary to follow the destiny foretold by Margareta, the Gypsy in Minoc.

What must the Avatar do to locate the WISPS?

How typically arrogant of "your" species, "human," to assume "you" will contact "me." "I" will choose to find the "Avatar" when a member of the race "Emp," identified as "Trellek," makes contact with "me."

To contact the Wisps, the Avatar must travel to Empath Abbey and speak with the monk, Taylor. Though he will have little useful knowledge about the Wisps, he can tell the Avatar about the Emps, a race of creatures who contact the Wisps often. He will inform the Avatar about the Emps' love for honey, and that it will be necessary to procure some for them before they will speak with the Avatar. Taylor will also warn about the dangerous giant bees, from whom the Avatar must gather at least one jug of honey. In addition, Taylor will give the Avatar a smoke bomb to help pacify the insidious insects. It is best used at the cave's deepest points.

Where canst the Avatar find the GIANT BEES, and the HONEY?

Within the catacombs called the "Bee Cave" rests the hive of the giant "bees." It is there that "bees" make the substance known as "honey."

The Avatar may either use Taylor's smoke bomb to repel the bees or find Tseramed, a nearby ranger who hunts the bees regularly, to help put them to sleep with his special arrows. Once the Avatar has some honey, it will be time to seek out the Emp, Trellek, and ask him to join the Avatar's quest.

What must the Avatar do to persuade TRELLEK to help speak with the Wisps?

The entity "Trellek" is very loyal to his "wife," known as "Saralek," doing nothing without "her" permission. "The Avatar" must gain her acceptance.

Saralek will hesitate to accept Trellek's departure from the forest, and will refuse to grant permission until the Avatar has spoken with Salamon. Salamon, their wizened leader, is quite concerned about the depletion of Silverleaf trees. If the Avatar will find the logger, a man named Ben, and persuade him to discontinue his actions, Salamon will give her consent.

Saralek, however, will be too sad to fulfill the agreement, sending the Avatar back to Trellek, who will offer to construct an instrument that reproduces the sound of his whistling. Blowing the whistle in the abandoned mountain cabin where the Wisps are often found will reveal the Avatar's intentions, and summon a Wisp.

What more will the Avatar learn from the WISP that I have not yet mentioned?

"I" cannot tell "you" that information. The "Avatar" must ask "me" about the "human" called "Alagner" and his notebook. "I" will want information from within the notebook.

Alagner resides in New Magincia, and can be found in his house on the northern tip of the island. Also, the Avatar must ask the Wisp about me, for I will be using the Wisp to transfer messages to the Avatar.

How can the Avatar acquire the NOTEBOOK for the Wisp?

"Alagner" will send the Avatar to the city called "Skara Brae." Fulfill his quest. Bring "me" the notebook.

Alagner will ask the Avatar to answer the question of life and death. The Avatar must travel to Skara Brae and find the one called "the Tortured One," whose true name is Caine, to learn the answer to that question.

Will CAINE give the answers freely, or must the Avatar solve a quest for him, too?

The one called "Caine" will demand the fulfillment of a long and dangerous quest.

Caine's quest will involve the destruction of a powerful liche who has taken control of the island. Skara Brae's healer, Mordra, will offer many suggestions about how to complete the task, though speaking with all of the town's once-living residents will be necessary.

What is the first task the Avatar must perform?

The "Avatar" must find a way to awaken "Trent" from his singleminded state, so that "he" can finish the cage to trap the creature called "Horance the Liche."

In Trent's blacksmith shop, the Avatar will find a music box that Trent once gave to his wife, Rowena. Using the box before her in the Liche's Dark Tower will bring her from her reverie, but only once! Before she slips back into her unconscious behavior, the Avatar must gain her wedding ring. Presenting the ring to Trent will break the spell upon him, and he will then be able to think clearly.

Will Trent be able to finish the CAGE?

The one known as "Trent" will be without the proper materials. "He" will need an iron bar.

Any iron bar from the cemetery will have enough material to permit Trent to finish his cage, even a broken bar. However, the cemetery is a very dangerous place, especially at night!

Once the cage is constructed, how does the Avatar use it upon the LICHE?

The one called "Mordra" will again prove useful in solving the "Avatar's" task.

Mordra's information will prove instrumental at this point. The Avatar must concoct a magical potion with the help of the alchemist, Caine. Mordra will know the ingredients for the formula, as well as their proportions, for the Avatar must not follow those given by the mayor.

Once the potion is completed, the Avatar must dip the finished cage into the Well of Souls, located in the back of the Dark Tower, to give it the necessary enchantments.

At midnight, when the liche begins his Black Service and is reclining on his altar, the Avatar must trap him in the cage and then pour the magical potion over him. This will dissolve the bonds that hold the liche together, freeing Horance, who was trapped within his own body.

How will HORANCE react to the Avatar, once he is freed?

The one called "Horance" will be thankful and offer a reward, but will also have a task for the "Avatar" to perform.

Horance will be overcome by guilt, for he is responsible for Trent and Rowena's sadness. He will bid the Avatar to take her to the blacksmith and reunite them. However, there will be yet one more task to complete. The Well of Souls must be destroyed. Horance will ask the Avatar to find a willing sacrifice among the lost souls of Skara Brae. Though the mayor will finally agree to fill the obligation, the Avatar must first make the request of all the others. Only then will Forsythe comply.

Will Caine offer the answers to the QUESTION OF LIFE AND DEATH when the lost souls are released?

The answers will come as no surprise, for they are what the "Avatar" already knew.

Caine's ironic reply will be that there are no answers to life and death. Only foolish mortals seek to learn that which is unlearnable, and to ask that which is unanswerable.

Will my mentor now provide for the Avatar the NOTEBOOK?

The one called "Alagner" will offer his notes. "He" will also offer recompense for "their" safe return. That will be agreeable to "me."

Alagner will lend the Avatar the key to his storeroom. There the notebook is located, which I recommend that the Avatar read. When the book is presented to the Wisps, they will read and return it, and meet their end of the bargain, offering more information. However, upon the Avatar's return visit to Alagner, he will be dead! By peering into Alagner's crystal ball, the Avatar will see what has transpired.

What if the Avatar wishes to contact the TIME LORD?

"I" can help "the Avatar" by activating the device called "the Orb of the Moons." "He" is located within the placed known as "the Shrine of Spirituality."

When the Avatar contacts me, I will be trapped. Sensing something is abnormal about the dungeon Despise, I will send the Avatar there to learn what is preventing me from leaving, for I will not yet know (or have forgotten — whichever you prefer) at that time. In Despise, the Avatar will find a sphere-shaped generator that is affecting my ability to shift through time. Nicodemus, in Yew, can enchant an hourglass, which will be necessary for the Avatar to enter and destroy the generator.

Where canst the HOURGLASS be found?

The one called "Nicodemus" will have a faint recollection of selling the hourglass.

Nicodemus once sold the hourglass to an antique vendor in Paws. Beverlea, who owns the House of Items, still has it for sale. However, Nicodemus will admit that he is unable to enchant the hourglass until the disturbance in the ether is fixed.

What canst the Avatar do to return the ETHER to its normal state?

There is one "human" who can help the "Avatar." "She" is asleep in the city called "Moonglow."

Penumbra, a mage in Moonglow, put herself to sleep two centuries ago, mandating that only the Avatar could awaken her. To enter Penumbra's house, the Avatar must place a hammer, a gold ring, a lockpick, a spindle of thread and some other form of gold side by side next to the plaques in the front. Only one plaque will appear at a time, and therefore, only the necessary item for that plaque should be set down beside it.

Once inside, the Avatar will need an orange potion to actually awaken her the first time. Subsequent attempts after the first success will require only the Linear spell Awaken.

What solution will PENUMBRA have to offer?

"Penumbra" will need protection from the effects of "the ether." Then, "she" will be able to communicate with the "Avatar."

Penumbra will have researched enough to know that blackrock acts as a barrier between the ether and whatever is affecting it. She will send the Avatar to the mine in either Vesper or Minoc to procure four chunks of the substance. Placing each chunk on a pedestal in her room will shield her from the mysterious waves.

Noting the location from which the harmful waves are emanating, Penumbra will send the Avatar to the dungeon Deceit. There will be found a second generator, this one shaped like a tetrahedron. Upon the Avatar's return to Penumbra, she requests that the Avatar locate the Ethereal Ring, which will permit its wearer to enter the Tetrahedron.

Where couldst the Avatar find this RING?

The ring is owned by the "Gargoyle" called "Draxinusom," who resides in the city, "Terfin."

Sadly, Draxinusom was forced to sell the ring to Martingo of Spektran when the Gargoyles moved to Terfin. Martingo, does, indeed, still possess the ring, and will give it to the Avatar providing his stone harpy can be conquered. Killing the harpy will yield the key to Martingo's vault, where the ring is located.

What must be done once the Avatar has the ring?

The ring must be returned to the one known as "Penumbra." "She" will enchant the ring, allowing the "Avatar" to enter the "Tetrahedron."

Once the ring has been enchanted, the Avatar will be able to safely enter the Tetrahedron generator. Inside, however, lurks a creature of terrible might that must be slain to destroy the Tetrahedron. After that task has been completed, a smaller Tetrahedron will remain in place of the larger one. The Avatar will have great use for the smaller generator, and should take it.

What will destroying the TETRAHEDRON generator do?

The destruction of the large "Tetrahedron" will permit the substance known as "ether" to flow freely. "Magic" will no longer be difficult for "humans" to use.

Nicodemus will now be able to enchant the hourglass. Using the hourglass will permit the Avatar to step inside the Sphere in Despise. By solving the puzzle of the red and blue Moongates, the Avatar can obtain

the smaller Sphere within. This, too, is an important key to solving the Avatar's quest, and should be kept like the small Tetrahedron.

At this point, I will speak, commanding the Avatar to travel to the Meditation Retreat. It is important to remember that the Avatar must have joined The Fellowship by now to gain admission to the Retreat.

Once the Avatar has been admitted to the MEDITATION RETREAT, what must be done?

The "Avatar" must now locate and enter another dungeon. It can be found within the "Retreat." When necessary, the "Avatar" will be able to contact the entity called the "Time Lord."

Inside the Retreat dungeon the Avatar will find a third generator device, this one cube-shaped. The Avatar can learn what to do next by using the hourglass to speak with me.

How can the Avatar enter the CUBE generator?

The entity known as "the Avatar" must first obtain the mineral known as "Caddellite." This will provide protection from the effect of the "Cube."

To learn about Caddellite, the Avatar shouldst speak with the observatory head in Moonglow. There, the Avatar will learn that a meteorite containing this unique mineral struck the island, Ambrosia, ages ago. From the Lycaeum head the Avatar will learn the location of the sunken land. Once in Ambrosia, the Avatar must defeat the three-headed hydra before collecting any of the Caddellite.

What can the Avatar do once the CADDELLITE has been procured?

In "Minoc"the "human" called "Zorn" can use the "Caddellite" to aid the "Avatar."

Zorn is a metalsmith and armourer. He can mold the Caddellite into a helmet that will protect the Avatar, allowing entrance into the Cube.

Before entering, however, the Avatar will need to defeat the swordswoman, Iriale. And once inside the generator, the Avatar must solve a puzzle, avoiding the dangerous fire traps designed to prevent access to the smaller Cube. After the small Cube is obtained, I will again speak, telling the Avatar to carry it to Buccaneer's Den.

What shouldst the Avatar do upon reaching BUCCANEER'S DEN?

If the "Avatar" has the small "Cube," there are many "humans" who can provide information.

Assuming the Avatar has possession of the little Cube, the first person to speak with is Danag, who is the temporary head of the local Fellowship branch. Danag will reveal much about Hook, Elizabeth and Abraham, and also a "special project." Any of the courtesans at The Baths will tell the Avatar about the secret passages in the mountains. In addition, speaking with Sintag will earn the Avatar the key necessary to enter the secret passages.

What will the Avatar find in the SECRET MOUNTAIN PASSAGES?

Within the tunnels, the "Avatar" will find the home of the "human" called "Hook."

Hook's abode will offer a number of important clues and items. There he has stored the navigational notes for the Crown Jewel. Also, he has the Black Gate key, which will lead the Avatar through the barrier on Avatar Isle. In addition, the Avatar will find a list of victims who are to be, or have been, executed by members of The Fellowship. The only two people left alive on the list are Lord British and the Avatar.

Also in the passages is The Fellowship's torture chamber, where enemies of The Fellowship are held prisoner. The exit is found through The Baths or the Fellowship Hall.

From Buccaneer's Den, where shouldst the Avatar go?

The search will lead the "Avatar" to the "island" known as "Avatar Isle." There, the "Avatar" will find answers to many questions.

The Black Gate key will gain the Avatar entrance into the dungeon on Avatar Isle. Once inside, the Avatar will find the Black Gate — along with Elizabeth, Abraham, Hook and his companion, Forskis, all quite ready to add the Avatar's name to the list of murdered victims.

If the others are slain, how wilt the Avatar be able to DESTROY THE BLACK GATE?

First, the entity called the "Avatar" must use the smaller "generator" shapes to negate the "barriers." Then the "Black Gate" may be destroyed.

Each generator must first be set atop a pedestal. Once this is done, the Avatar must use Rudyom's transmutation wand upon the gate. All of this must be done quickly, for the Guardian will be attempting to come through the Black Gate simultaneously!

The fate of Britannia lies in the hands of the Avatar, and even I cannot know the outcome.

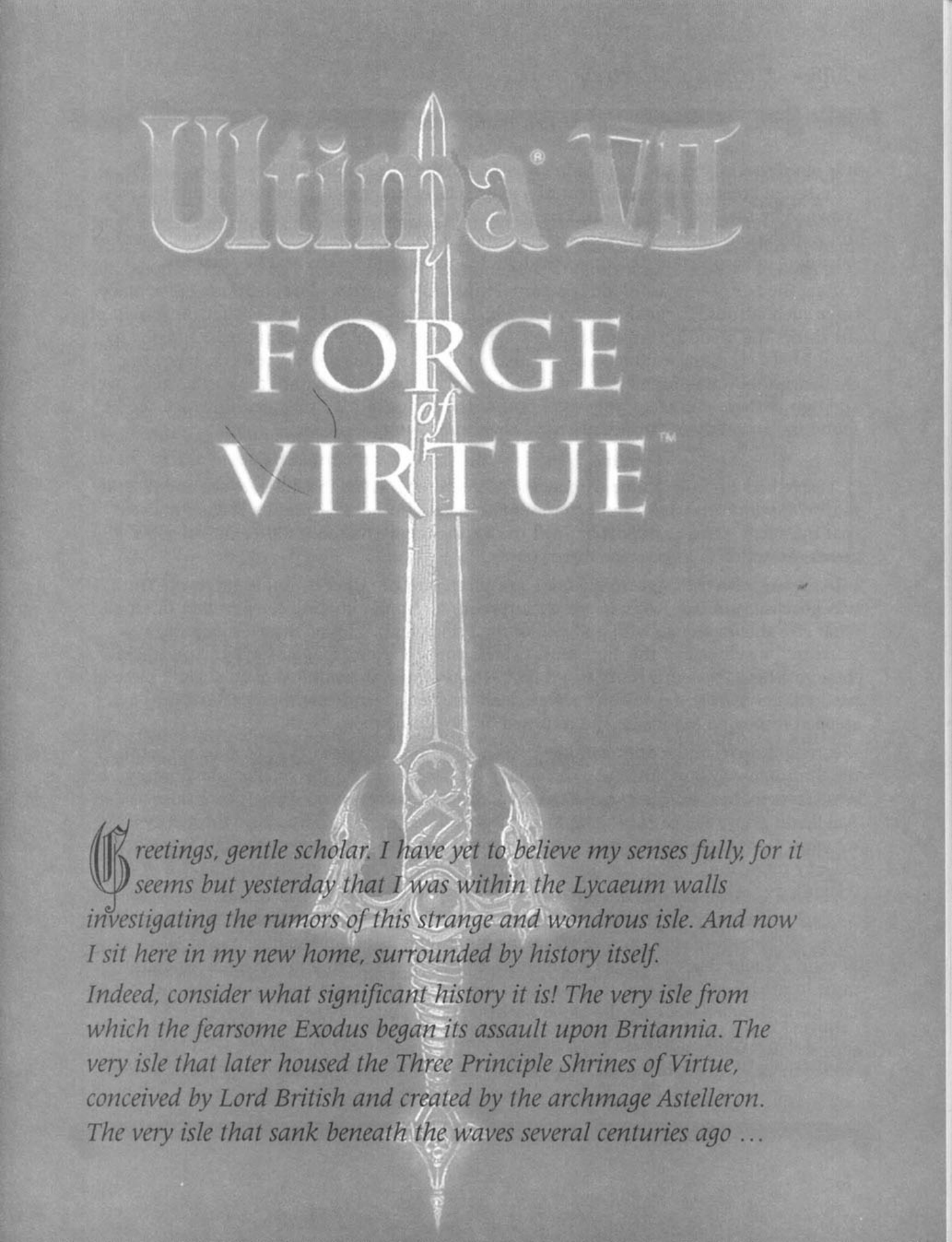
Conclusion

My work is brought to an end. If thou art reading this now, without my presence, then I have already been caught by The Fellowship, and am likely dead. I have not the strength to resist torture, so thine enemies will have learned much from me. Time is of the essence, as the cliché goes, and this time is no different.

I have spent the better part of a year asking questions of strangers and traversing mountain ridges. I travelled the length and breadth of the land more than twice to gather that which this tome contains. My cost to the Wisps was high, for their price for information is more information. And the gathering of information takes time.

The point of this is not to solicit feelings of guilt, but to give reason for my request, nay, my begging. Please, Avatar, do not let my work have been for naught. Gather thy companions, take thy ankh, sword and shield, and pull Britannia from the depths to which it has sunk.

Thou art our final hope.



Greetings, gentle scholar. I have yet to believe my senses fully, for it seems but yesterday that I was within the Lycaeum walls investigating the rumors of this strange and wondrous isle. And now I sit here in my new home, surrounded by history itself.

Indeed, consider what significant history it is! The very isle from which the fearsome Exodus began its assault upon Britannia. The very isle that later housed the Three Principle Shrines of Virtue, conceived by Lord British and created by the archmage Astelleron. The very isle that sank beneath the waves several centuries ago …

It is upon that island, the Isle of Fire, that I compose this document. Here ... encased in a time-tested breathing enchantment of a mage I have never met, I am privy to all that was spawned by the Age of Darkness. I write this now as completely as I am able, for I know full well that, following much more exploration, I will be too engrossed in the many archaic splendors to keep detailed records. Read on, fellow student of life, and be amazed.

Calling the Isle of Fire an island is a partial misnomer, for, thou dost see, there are actually three such islands. The main land, upon which sits the Castle of Fire, is by far the largest of the three. The castle is surrounded by mountains that contain several tunnels. Judging by what I have seen, these dungeons were excavated to hold the various tests designed to challenge the Avatar, for all three of them can be reached from within the castle walls. In addition to these entrances, the castle houses the shrine of the Principles, in which can be found the actual three Shrines of Truth, Love, and Courage ...

... I have had a bit more time to view the island now. There is too much to see and record, but I will put down what I can before something else reclaims my fancy. Having noticed that the silent stone guardians had left the Shrine room unattended after the dragon's attack, I decided to inspect the three statues.

I first spoke with the haggard old man, presuming he, or rather it, would represent Truth. I was not disappointed. I was, however, surprised, for upon initiating conversation (after all, what else should one do with a Shrine of the Principles?), I found myself magically teleported inside one of the dungeons. I chose not to explore, for I hastily remembered a tome to which I was in a hurry to get back. However, I was reminded of an ancient piece of wisdom: never trust the obvious; always look for that which is not there. Afterwards, I stepped through a Moongate and returned to the Shrine room.

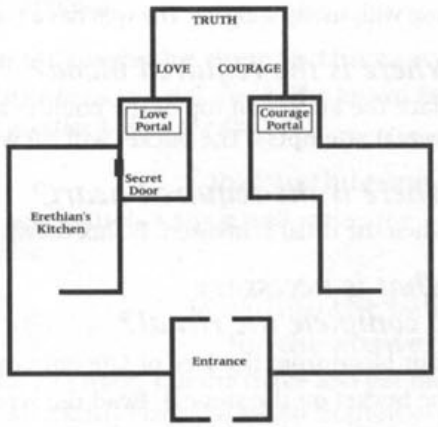
I learned little from the Shrine of Love, so I set out through one of the Moongates south of the Shrine room, found behind a secret door. I arrived back on the smaller isle. Entering the western cave, I passed by several barrels and some supplies, obviously left over from Astelleron's days there. Passing his shack, I noticed a golem standing near the quarry remains. He was staring at one of "his" fellows, who had taken a very bad fall, it seemed. I stole by them and entered the other cave. Passing into a small outside opening, I was teleported into the passage leading to a secluded little glade.

As I spied the rocks and the tree, I was able to place both. The rock was the legendary Stone of Castambre, and the tree was none other than its accompanying Tree of Life. Beyond a doubt this was one of Astelleron's sources for powering his awesome golems. I must locate his journals and tomes to read more, but — if my memory serves — the Tree of Life likely supplied not only the blood for his magicks, but the "hearts" as well.

Later I investigated the other Moongate within the Castle of Fire. This one led to yet another labyrinth. I saw more golems here than in either of the other two dungeons, and

remember seeing at least one man. However, he seemed no more interested in me than I was in him, so we both ignored each other. Peering around a corner, I caught sight of a huge and magnificent dragon — doubtless the one I encountered earlier. Behind her was a door. I cannot guess what laid beyond, but her protective nature was probably indicative of its importance. Though I am too busy to waste time testing my idea, I expect the dragon would be quite difficult to conquer …

… I expect that if thou art perusing these pages, then I have already bade the island arise. I hope my guides and warnings are of use to thee. As I plan to be around for a long time, or at least expect my enchantments to, I request that thou dost locate me soon, for there is no doubt this journal will be lacking. At such a time, I will do my best to break away from my studies and be civil enough to provide further assistance. Until then, gentle reader, I wish thee good will and good luck in finding and sharing this history with me.



Erethian

Walkthrough

Earthquakes

What should be done about the earthquakes? **Consult Lord British.**

Lord British knows why the earthquakes have begun — the Isle of Fire is rising from the sea. This is the island on which the Avatar defeated Exodus, back in *Ultima III*, before he was the Avatar. There are three shrines on the island, dedicated to the Principles of Truth, Love and Courage, that the Avatar might wish to visit. Lord British gives the Avatar the deed to the good ship *Golden Ankh*, and a crystal.

How can the Isle of Fire be reached? **Sail, directed by the crystal.**

Board the *Golden Ankh* (south of Vesper), or any other ship that the Avatar owns. Peering into the crystal indicates the direction of the Isle of Fire (south from Vesper); the crystal shatters when the isle is within sight. Land on the southern shore of the island, using the ship's gangplank.

What is this place? **Ask the old man — he knows.**

The entrance to the castle is to the south; inside, Erethian can be found in the kitchen (left of the entryway). Erethian knows what the island is, why the castle was created, and what's in it.

How can the three shrines be found? **Talk to each of the three statues.**

Three statues are in a room at the north end of the castle (straight ahead from the entryway). Talk to each in turn to be given a quest. Successful completion of each quest will open the way to their respective shrines.

Love Quest

Where is the portal to Truth? **Search Erethian's quarters.**

There's a secret door by the barrel in Erethian' kitchen area. Go through the door, then through the portal.

How can Adjhar be repaired? **Read *The Stone of Castambre*.**

Bollux has this book; it includes instructions for repairing a golem. Inside the cabin are Astelleron's journal and a scroll missing from the back of the book (the scroll might have fallen when Bollux offered the book). Behind the cabin is a cave with useful supplies. The well has a bucket, and a cave to the east conceals a pick and the path to the Tree of Life.

Where is the required blood? **Draw it from the Tree of Life.**

Place the bucket on top of the boulder at the base of the tree, then Use the pick on the tree (it might take several attempts). The bucket will fill with the tree's blood.

Where is the required heart? **Bollux will supply it.**

When the ritual is invoked, Bollux draws his own heart from his chest and drops it onto Adjhar before collapsing.

What is necessary to complete the ritual? **Follow the *Stone of Castambre's* instructions.**

Pour blood from the Tree of Life onto each of the five stones that Bollux has arranged around Adjhar (use the bucket on the stones). Read the scroll. Stand back, so the lightning doesn't strike anyone. Put the heart into Adjhar's chest (add it to his inventory display), then invoke the spell again.

How can Bollux now be repaired? **Repeat the process, but with a heart from the Tree of Life.**

Go back and get another bucket of blood, then use the pick to get the heart from the tree. (The tree withers, but it soon recovers.) Put the heart into Bollux's chest, pour the blood and invoke the spell.

Where is the Talisman of Love? **Adjhar has it.**

Ask Adjhar about his job. When he mentions the talisman and offers it, take it. The party is transported back to the Statue of Love, which rewards the Avatar with Dexterity 30 and Combat skill 30.

Truth Quest

Where is the Talisman of Truth? **"North is the Way."**

Once the Statue of Truth has been answered ("Yes"), the party is transported into a series of rooms and corridors. There are many things here that aren't the Talisman of Truth (including fake talismans, gold, traps and illusory walls), plus a secret door on the north side of a wall. The talisman is at the end of the resulting corridor.

Yes, but where exactly is the secret door? **Near the plaque quoted in the previous answer.**

Find a brown hood lying in the corridor just west of the bones and candles, and just east of the first metal door. (This is the corridor leading west out of the first big room.) The wall north of the hood is illusory — walk through it, into darkness. Follow this corridor to its end, flip the switch , open the door and take the Talisman of Truth. The party is transported back to the Statue of Truth, which rewards the Avatar with Intelligence 30, Magic skill 30 and Mana 30.

Is it possible to escape the maze? **Follow the fireballs (carefully!).**

Courage Quest

Where is the portal to Courage? **Past the Dark Core and the Daemon Mirror.**

Walk east (right) from the entryway, then around the corner to the north. Continue north past the black cylinder and the flaming mirror (ignore them for the time being), to a small room with the portal. Through the portal, continue south and pick the lock on the door at the end of the short corridor.

How can the sacrifice be stopped? **It can't. Punish the malefactors.**

Kill everyone and everything in this room (although the liche can be ignored).

What is the best way to depart this evil? **Go through the door to the east.**

The two red moongates are unaccessible — they were probably only usable by the evil mage. The brown key to the eastern door is on the mage's body, but check out the area for goodies before leaving.

What is the way past the spiders and scorpions? **Pull both levers.**

At the two extremes of the next stretch of corridors are two levers. Each controls a stone wall across the corridor leading west. Both must be pulled to open the western corridor.

What is the way past the crystal ball and green drake? **Look into the ball for the answer.**

Looking into the ball shows a glass sword being laid at the base of the ball itself. Kill the drake and get the glass sword from the chest the drake was guarding (pick the lock or attack it). Place the sword in front of the crystal ball and take the key that appears. The key opens the metal door to the north.

Helmets, golems, trolls, cyclops, slime, gremlins, gazers! What's next? **Switch the two helmets.**

Kill what is necessary, and get to the two helmets. Switch the position of the two, so that the magic helmet is in the right (east) alcove, and the regular helmet is in the left (west) alcove. Doing so should lower both pairs of metal doors that are blocking the path to the north. (The charred body just past the metal doors has a magic axe.)

Dracothraxus is next. What about her? **Defeat her (possibly aided by the body behind her), then accept her offer and leave.**

There's only one solution. Attack the dragon. (The job is significantly easier if the Glass Sword on the body next to her can be grabbed.) Answer her "yes," and take the blue gem. Retrace the path to the beginning of this dungeon and exit through the portal. The Courage Quest is not completed, but there's a major task that needs attention first.

Black Sword

Where is the powerful artifact that can finally defeat Dracothraxus? **It does not currently exist — it must be created. Talk to Arcadion and Erethian.**

Arcadion is the daemon trapped in the daemon mirror. He has an interesting proposition. Erethian can locate the equipment necessary to create the artifact. (He might not produce them until Arcadion has been transferred.) Have one hand empty when Erethian begins summoning what will be needed.

Should Arcadion's offer be accepted? **Yes, and no.**

After talking with Arcadion, hold the blue gem in weapon hand, then double-click on the gem and the mirror. The mirror shatters, and Arcadion is transferred to the gem. Don't even consider letting him out.

What should be done with all the smithy equipment? **Finish making the sword.**

- Fill the trough with water (it takes three or four buckets of water from the well).
- Drop the sword blank onto the fire pit.
- Pump the bellows until the sword blank glows white with red edges.
- Take the blank to the anvil and hammer it.
- Reheat and hammer the blade until "It's the best it can be, but cumbersome as a weapon."
- Cool the blank in the water trough.

It's impressive, but unusable. Now what? **Call on Erethian and Arcadion for help.**

Describe the sword's unwieldy problem to Erethian ("black sword"). Follow his suggestion and order Arcadion into the sword's hilt ("black sword" and "bond"). Pay attention to the powers Arcadion now says are at the disposal of whoever wields the Black Sword ("powers," "magic," "return," "death," "fire" and "none").

Is this artifact powerful enough? **Yes — send Dracothraxus to her doom.**

Return to Dracothraxus' lair, again killing whatever stands in the way. Stand close to her, and call upon the Black Sword's power of Death ("powers," "death" and the cursor on her). She dies, and the door beyond her is now open. Go through the door and take the Talisman of Courage. The party is transported back to the Statue of Courage, which rewards the Avatar with Strength 30 and 30 Hit Points.

Talisman of Infinity

What should be done with the three talismans? **Create the Talisman of Infinity.**

Read the Scroll of Infinity in Erethian's room, then discuss the Talisman of Infinity with him and with Arcadion. (Ask for "help.")

Where are the necessary lenses? **In the British Museum.**

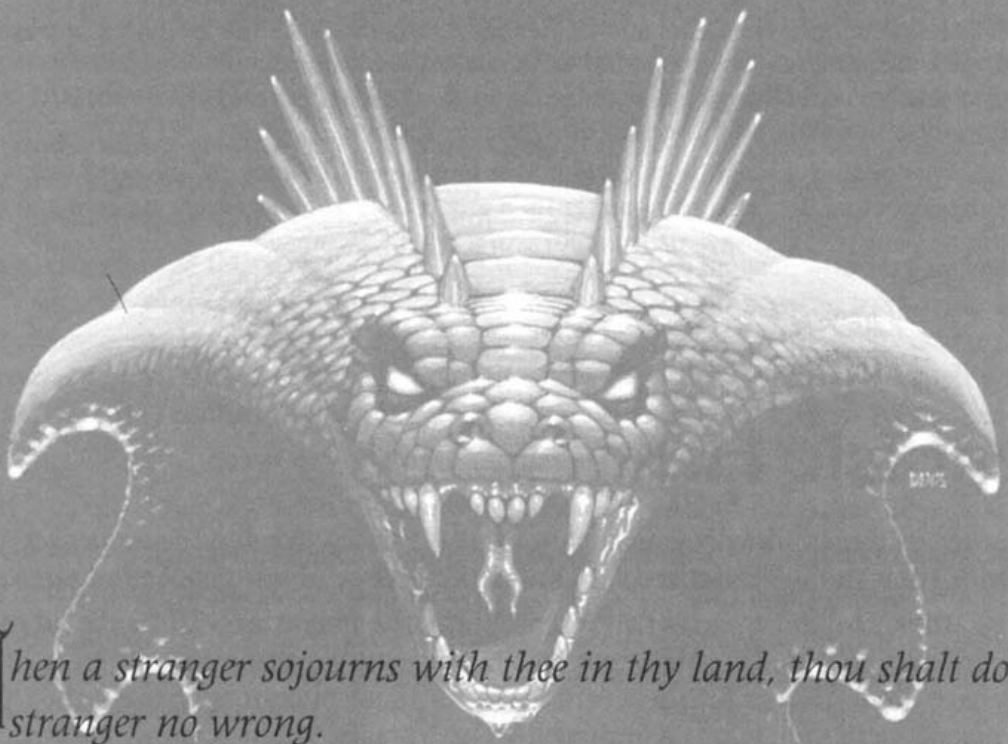
Go to the Museum in Britain, and take the two lenses there. "Return" to the Isle of Fire by using the sword.

How should they all be arranged? **Lenses to each side and Talismans together.**

Place the purple lens on the left of the Dark Core and the blue lens on the right. Arrange the three talismans with points together, forming three parts of a square — blue on the left, yellow in the bottom middle and red on the right. The Talisman of Infinity appears and the Core disappears. (Erethian dies trying to stop it.) Report to Lord British — his reward is to increase Strength and Hit Points to 60 each.

Ultima VII

PART TWO



When a stranger sojourns with thee in thy land, thou shalt do that stranger no wrong.
The stranger who sojourns with thee shall be to thee as the native among ye.
And thou shalt love such a one as thyself;
For I see the advent of a Hero From Another World
Who would unite the Serpents and save the world.

Chapter 34, Stave 116, *Book of Prophecies* by Xenka

SERPENT ISLE™

I have devoted my life to the study of the prophetess Xenka and her writings — every line, every precious word of her works. In this age of unbalance, though, I find myself drawn time and again to this small passage, for it is in these lines I see the only hope for our land. I feel as though Xenka, herself, is directing me to make sure her prophecy of hope is fulfilled. For this reason I walk the beaches of the Serpent Isle in hopes I will meet thee, Stranger.

But beware, Stranger, there are others of my order who do not feel as I do. They view my work as meddlesome, believing that by assisting thee, I tamper with the very threads of fate from which the prophecy is woven. This, they say, will upset the balance of the prophecy so severely that it be rendered false, and peace shall never come to Serpent Isle. They are so strong in this belief that they would stop at nothing to prevent me from finding thee.

I can not allow them to keep me from reaching thee, for I know it is the will of Xenka that I assist thee. She speaks to me in quiet moments and in dreams, telling me that if the prophecy of peace is to be fulfilled, then the Stranger must be found. I have taken precautions and written in this journal what knowledge I could garner, that thou mayest succeed. In this way, if I do not find thee or am kept from thee, I can still offer thee aid through my writings.

I hope what knowledge thou gainest from this humble writing will be enough, though I fear it will not be. The task before thee is surely greater than any before. Thou must bring peace and balance back to Serpent Isle, and save us from our worst enemy — ourselves.

Thoxa monk of Xenka

Serpent Isle History

I wish to give thee as much knowledge as I can, for it is this knowledge I feel may serve as thy best weapon. Thou shouldst first come to know the history of our people and our land.

The tyrant Lord British sought to quash all research into the magic arts, and force all in Sosaria to swear fealty to him. Our ancestors rebelled against such tyranny and thus British began to persecute them. In fear for their very lives, our brave ancestors boarded the *Osprey* to seek out a place where they might live their lives and practice their arts untroubled. Their bravery is remembered each year with celebrations on "The Day of the Breaking."

As they set sail, their only hope lay in the words of some very old texts and a single, faded parchment upon which appeared a map of another land. When their food and water supplies began to run short, many called for the *Osprey* to turn back for Sosaria before it was too late. They would rather take their chances with the tyrant British than face starvation at sea.

This dissension was reaching a peak when a huge storm overtook the ship. The *Osprey* was tossed about like a leaf in a gale. The timbers creaked and the ship took on water in terrifying amounts. Then, over the din of the storm, an incredible roaring was heard. Eruptions of water and foam rocked the ship, and two huge pillars rose from the sea, each standing over twenty mast heights above the ship and the same distance around. A huge

stone serpent encircled each pillar, although some later swore that the serpents hissed as their forked tongues flicked in and out of their mouths. All panicked until one amongst them, a mage named Erstam, called for calm. *Something* pulled the ship toward the pillars, and as it came between the monoliths, a brilliant white flash lit the sky. Then all was calm.

The next morning, a cry came from the crow's nest. Land was in sight. All cheered and wept with happiness. Their safe arrival was certainly a sign that they had made the right choice.

However, their joy quickly gave way to apprehension. As they neared the shore, the tops of great buildings could be seen towering over the trees. What manner of beings would they find upon this island? Perhaps vicious savages lived there, or tyrants no better than he whom they had fled. Erstam and other leaders of the group boarded a longboat along with a number of their finest warriors and set off to meet the inhabitants of this new land.

They cautiously pulled their boat ashore and waited for envoys of the new land to make contact. After several hours, none had appeared, so they set off toward the buildings.

They had still not returned by late that night, and those aboard the *Osprey* decided a search party should be sent at first light. However, as they made their preparations, a cheer went up from the foredeck of the ship. Erstam and the others had returned to the longboat.

They had a strange tale to tell. They found the island to be lush and fertile. Wild berries and tubers grew in abundance, and there was more than enough game to provide for all on the *Osprey*. However, the further they journeyed, the more uneasy they felt. Our warriors loosened their swords in their hilts, closely surveying the surrounding brush with wary eyes. When the buildings were just visible, Erstam stopped. "Listen. What dost thou hear?"

"Nothing, Milord," answered one of the warriors.

"Exactly. This close to a town thou shouldst hear sounds of life. It is silent as a tomb."

As they stepped among the buildings, they stared in amazement. All stood in ruins. They searched every building, yet found no sign of human life. It was as if the inhabitants had vanished.

It became apparent that the former residents were fascinated by serpents. The walls crawled with carvings and mosaics of the creatures. One design in particular appeared again and again, depicting two serpents, one red and one blue, entwined about a third, gold serpent.

While interested by the importance of serpents to the former inhabitants, our ancestors were more concerned with establishing a life of their own. They divided themselves according to their Sosarian towns of origin. Those from Moon built Moonshade. Here they established an environment where each could pursue his or her study of magic unmolested.

Those from the sister cities of the Montors founded Monitor. True to their heritage of valor and glory, they developed a lifestyle to reflect those values. Today that city is the seat of military prowess in our land.

The third group came from Fawn. When they arrived here they knew they had truly found a new home, for its beauty rivaled that of their homeland. They settled in a picturesque area and built the lovely Fawn.

They were called Ophidians, in honor of their Serpents three.
Chaos, Order and Balance were these.

Chapter 2, Stave 47, *The Book of Serpents* by Xenka

Ophidian Philosophy

In the *Book of Serpents*, Xenka speaks of the former inhabitants of the island, the Ophidians. Their society was complex, based upon the ideal of Balance. The symbol of the three entwined serpents represented these beliefs. Xenka dedicated an entire folio of her writings to the meaning of the serpentine symbol. She explains that the red serpent represents the forces of Chaos and the blue represents the forces of Order. The central serpent represents the Balance that occurs when the opposing forces of Chaos and Order are in equilibrium.

CHAOS	+	***ORDER***	=	***BALANCE***
TOLERANCE *The ability to accept all things*	+	*ETHICALITY* *The ability to abide by the rules*	=	*HARMONY* *The ability to be at peace with self and the world*
ENTHUSIASM *The ability (and energy) to accomplish great tasks*	+	*DISCIPLINE* *The ability to finish what one has begun without being swayed or distracted*	=	*DEDICATION* *The ability to overcome obstacles and lead others*
EMOTION *The ability to perceive those feelings which come from the heart and not from the mind*	+	*LOGIC* *The ability to think clearly and reason to a conclusion, without emotional bias*	=	*RATIONALITY* *The ability to understand life and the world*

Each force has principles that help define it. Chaos embodies the principles of Tolerance, Enthusiasm and Emotion, while Order gives rise to Ethicality, Discipline and Logic. When in balance, these principles combine to produce the three united principles of Balance:

Harmony, Dedication and Rationality, the three principles of Balance, were the highest ideals for the Ophidians. They knew that in order to achieve these ideals, they had to keep Chaos and Order in balance. Those Ophidians drawn to Tolerance, Enthusiasm and Emotion established shrines to their guiding principles and came to follow the red Chaos Serpent. Those drawn to Ethicality, Discipline and Logic established similar shrines and followed the blue Order Serpent. The leader, or Hierophant, of Chaos and the Hierophant of Order came together at the Great Temple of Balance, where they worked together to maintain the Balance between the two factions. Because of this Balance, Serpent Isle was a peaceful place.

However, this peaceful coexistence was fated to be short-lived. In a terrible and violent cataclysm that forever changed the course of events on Serpent Isle, the Serpent of Balance left the triumvirate. Why it should do so is not known, but Xenka theorized that some great evil ripped the Serpent of Balance away for its own horrible purpose.

Without the Serpent of Balance, there was nothing to keep the Serpents of Chaos and Order from twisting about each other. As they writhed and fought, so their followers on the Serpent Isle fought.

And in a dream I saw the pure gold of Balance ripped from its place
and Red and Blue began to writhe and fight.
As I watched, shades of the Red broke off, then shades of Blue.
Prejudice, Apathy and Ruthlessness fought against
Anarchy, Wantonness and Insanity.
Their battle ravaged the land until none were left to mourn.
These shades shall again be released by the minion of Darkness.
The Stranger is the only hope to banish them
and restore the Balance.

Chapter 26, Stave 144, *The Book of Serpents* by Xenka

This passage is Xenka's explanation of what happened to the forces of Chaos and Order when they became unbalanced. I think it may help thee to better understand the ramifications of the loss of Balance if I present it to thee in diagram form.

CHAOS	***without***	***ORDER***	=	***UNBALANCE***
TOLERANCE	*without*	*ETHICALITY*	=	*ANARCHY (Lack of standards of conduct.)*
ENTHUSIASM	*without*	*DISCIPLINE*	=	*WANTONNESS (Action without self-restraint.)*
EMOTION	*without*	*LOGIC*	=	*INSANITY (Inability to overcome emotional impulses with rational thought.)*

ORDER	***without***	***CHAOS***	=	***UNBALANCE***
ETHICALITY	*without*	*TOLERANCE*	=	*PREJUDICE (Disrespect for the beliefs and rights of others.)*
DISCIPLINE	*without*	*ENTHUSIASM*	=	*APATHY (a spirit of hopelessness that prevents positive action.)*
LOGIC	*without*	*EMOTION*	=	*RUTHLESSNESS (Self-advancing actions taken without regard to the wants or needs of others.)*

After the Serpent of Balance left, the Unbalanced forces of Order determined that they must rule the entire island. In a short, bloody war, the Unbalanced Order forces systematically destroyed those of Chaos. It was during the final cataclysmic battle of that war that the Great Hierophant, Ssithnos, wrote the scroll found by the mage Erstam and used to decipher the Serpent runic language.

Once the Unbalanced forces of Order had annihilated the Unbalanced forces of Chaos, they simply vanished. It is not known where they went, and even Xenka's writings have very little to say about their disappearance. Her sole mention suggests that they sought a place of pure Order. I can only hope they truly understood what they sought, for just as Chaos without Order is dangerous, so Order without Chaos is equally deadly.

Towns and Dungeons

There came a time when I knew I could no longer stay on Monk Isle. Those who would keep me from finding thee increased their pressure on me. Day and night they implored me to abandon my quest. When their methods turned from sensible debate to veiled threats and innuendoes, I made ready to leave. I spent what little time I had left on the isle in the library, where I researched topics that I thought might aid my quest for thee or aid thee upon thy arrival. During this time I hid a small skiff in a nearby cove and began to squirrel away supplies.

Early one evening, as I was studying in a small library alcove, I overheard voices just outside the doorway. Karnax was speaking to another whose voice I did not recognize. Karnax said that to keep me from meddling in the prophecy any further, I would have to be restrained. He told the other to wait until one hour after the final bell that night, then to take me from my room and lock me in the tunnels under the island. When the other agreed to it, I knew that I had to leave that night.

I went about my chores that evening as though nothing were wrong, though all the while I was trembling in terror. My heart was pounding so loudly, I feared someone would hear and guess what I was about. When the final bell tolled for the night, I went to my room. However, instead of going to bed, I slipped out the window and off to the cove where I had hidden my skiff. Setting sail, I watched the lights of the isle until they winked out of sight. I knew the days ahead of me would be hard and that I was leaving what had been my home for many years. I could not help wondering if I would ever see it again.

It has been a year since the night I fled Monk Isle. During that time I have traveled the length and breadth of Serpent Isle looking for anything that might offer some clue as to the time and location of thy arrival. I have visited many places and witnessed many wonders. Through it all, I kept a written account of my journey.

I still have not found thee, although I do now have a good idea of where thou wilt arrive. If, through some great misfortune, I do not meet thee, then perhaps this written work will suffice. For if thou gainest even the smallest bit of helpful knowledge from it, then my journeys were not in vain.

Monk Isle — *Aonsday, Montoriad 1, 452 New Freedom*

Monk Isle was the original home of the Prophetess Xenka. It is where she did most of her studies and, later on, where her followers came to hear her speak and to study her words. It was long after Xenka had transcended to a higher plane that I arrived on Monk Isle. I was twelve years old and had come to the isle to learn reading and writing. I was a quick learner and soon my mentors introduced me to the writings of Xenka. I was fascinated by

her insightful wisdom and wanted to learn more. I dedicated my life to the study of her writings and, at the age of 14, joined the Xenkan monkhood and made Monk Isle my permanent home.

Life on Monk Isle is uncomplicated. The bells in the tower govern the day. They toll when it is time to awaken, when it is time for meditation at the monastery, when it is time to till the fields and when it is time to retire. This tranquil lifestyle is one that I easily grew accustomed to in my young days.

As I read more of Xenka's writings, I came to understand the message she was trying to convey. I realized that the Stranger was the only hope for our island. I felt compelled to find this Stranger and help in any way I could to see Xenka's prophecies of peace fulfilled.

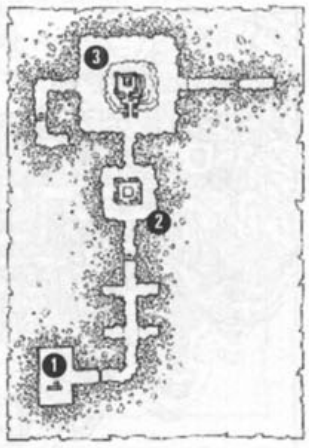
Karnax, a fellow monk, heard of my plans and chastised me for meddling with the prophecies. He told me that I would bring doom down on the very land I was trying to save. While there are none on this island who officially wear the title of "leader," I fear that Karnax has taken this role upon himself. After several confrontations with him, I decided I could no longer stay on Monk Isle, so I set out upon the journey that I will chronicle in these writings.

It is with great sadness that I leave this isle, for there are many I will miss. Miggim, the monastery's librarian, was always patient with me when I was younger and answered my unending questions as best he could. And dear Braccus — several on the isle think he's crazy, but I found his company charming and his knowledge of the local plants quite fascinating. He told me about the berry bush on the isle. Its berries are very nutritious and are good to take on long trips. I hope that I shall see them all again someday, but I know that the journey ahead of me is dangerous. However, I shall be brave and do all within my power to find the Stranger and aid in saving our land.



Monk Isle

1) Monastery
2) Orchard
3) Wheat field
4) Place of Visions
5) Bell tower
6) Ruins



Tunnels

1) Basement
2) Serpent Gate
3) Ruins

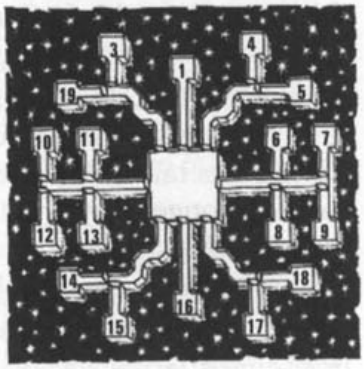
From the mouth of the Serpent shalt thou find aid in thy journeys
Its teeth shall be as portals and its jaw, thy path.

Chapter 216, Stave 28, *The Book of Serpents*

Dark Path — *Aonsday, Montoriad 1, 452 New Freedom*

Before I set out ... I came across a vague reference which intrigued me ... The Serpents of Balance, Order and Chaos aided in construction of passageways through the Ethereal Void, allowing easy transportation between the various shrines and temples ... the "Dark Path."

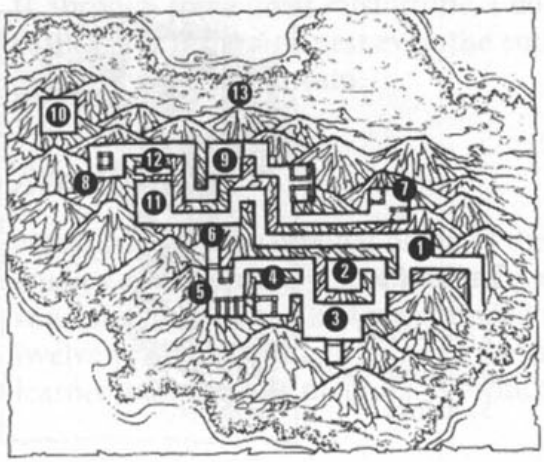
The Hierophants moved by what they called "Serpent Gates." They used the "Serpent's Jaw" and the "Serpent's Teeth." Each "tooth" was bonded to a particular location within the Dark Path. In order to open the portal to a location, the "tooth" that is assigned to that location must be placed into the "jawbone."



1) Balance
2) Emotion
3) Skullcrusher
4) Spinebreaker
5) Discipline
6) Monk Isle
7) Isle of Crypts
8) Fawn
9) Great North Forest
10) Sleeping Bull
11) Furnace
12) Mad Mage Isle
13) Moonshade
14) Enthusiasm
15) Tolerance
16) Monitor
17) Ethicality
18) Logic

Isle of Crypts — *Aonsday, Montoriad 1, 452 New Freedom*

When I was researching ... Once hallowed to the Ophidians, the Isle of Crypts was where the bones of the Great Hierophants of Balance were laid to rest. ... When the war began, both sides sought to defile the isle, for to them it represented the Balance which had forsaken them. The acolytes of Balance tried to protect their sacred isle by setting traps, both magical and mechanical. Here is the layout of these traps, as described in the Book of Serpents. In this chapter Xenka also speaks of the Great Lizard who guards the Eye of the Serpent.



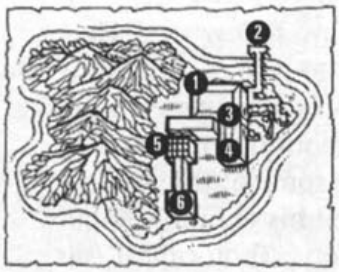
I do not know how many of these traps are still active and I do not care to find out. However, I feel that there might be information on the isle that could beneficial to the Stranger, although it will take courage greater than mine to enter that place where spirits rest uneasy still.

1) Entry
2) Preparation room
3) Small chapel
4) Crypt
5) Crypt
6) Teleporter to 7
7) Crypts
8) Tomb
9) Foyer
10) Sacred library
11) Eye of the Serpent
12) Tomb of the last Great Hierophant
13) Serpent Gate

To get to the Isle of Crypts, it is necessary to use the Jawbone of the Serpent of which I spoke in my previous entry. ... Rumors suggest that the necessary tooth lies somewhere in the frozen wastelands of the North.

Mad Mage Isle

Dasday, Montoriad 2, 452 New Freedom



1) Bedroom
2) Dock
3) Laboratory
4) Kitchen
5) Storeroom
6) Serpent Gate

I took a skiff from Monk Isle and headed west to a neighboring island, where it was rumored that a mage lived who had taken leave of his senses. Some even said it was Erstam, the mage who had come to Serpent Isle with our forefathers hundreds of years before. If it was Erstam, I thought he might offer some wisdom that would aid me in finding thee, Stranger.

When I arrived, I was greeted by a strange, twisted little man. ... He bade me follow him to the door of his master's house. What happened next is horrible beyond imagination. I entered a laboratory, where a bent and withered old man mumbled to himself as he puttered about.

"There," whispered Vasel, "is my master, Erstam the Mage." So, the rumors were true ... The old man continued to fuss over his experiments ... It was then I saw them. From under the table crawled a disembodied arm, followed by a leg. I shrieked in horror ... "What was that hideous sound!?" he demanded. I said nothing, but continued to stare at the crawling body parts. Erstam followed my gaze until he, too, saw them.

"Get back where thou belongest!" With a vicious kick, he sent them back under the table.

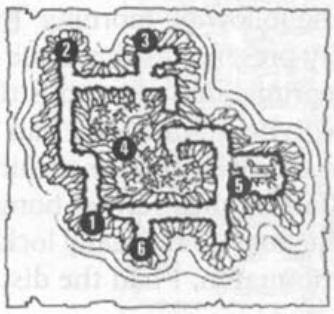
"Stupid things." he muttered, "Never can follow directions for more than a minute or two. Thou wouldst think they had no brains!" ... He waved them off as "a failed experiment," failed because he was missing a key component for his spell ... "Thou art young and strong — perhaps thou couldst acquire the missing ingredient for me!" He pulled a map from a pocket of his robe ... "I will teleport thee and thou hast only to follow the map to —" He broke off with a curse. One of the wandering body parts had and latched onto his leg.

As he struggled to free himself, I pocketed the map and slipped from the room ... I wasn't sure what he wanted me to retrieve for him, but I *was* sure I didn't want him teleporting me anywhere.

The map he gave me didn't give a location and I don't know what all the markings mean, but I will record them all here in my journal. Perhaps its relevance will be made clear later in my travels.

Erstam's Map

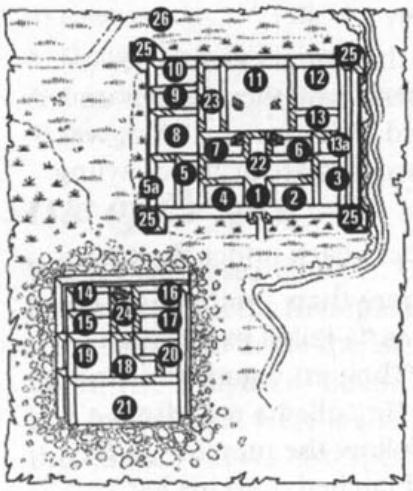
1) Entry
2) Mushroom grove
3) Wildmen's nest / Wildman lair
4) Jungle valley
5) Lair of phoenix
6) Teleporter back to Mad Mage Isle



White Dragon Castle

Triday, Montoriad 3, 452 New Freedom

... I pulled my skiff ashore on the eastern coast of the Serpent Isle ... I spied the ruins of a large castle ... Inside the entryway, I was met with a frightening sight. A ghostly shadow of an elderly man approached me. "Why, thou art late!" he said, "Late, late, late! Thou needest hurry if thou art to join the others." "Join the others?" "Why yes, my other guests." "Who art thou?" "I? Why I am King of the White Dragon Castle. Now, follow me." He turned and floated into a room. I followed him on what turned out to be a madcap tour of a very strange castle. Through secret passages and doors, hallways and rooms we went. At each turn, horrific sights greeted me. Skeletal bodies were strewn about like macabre children's toys, and ghostly figures reached out to me ... "Are these some of thy guests?" I indicated several of the skeletons. He stopped a moment and stroked his chin in thought. "Why, yes. Yes, they are." he said. "They've gone on to safety." "Safety? Thou callest this safety?" "Yes, my child. They are safe from treachery and deceit. I've made sure they will never suffer like I have." I turned and ran for the door as fast as I could ...



Main Level

1) Entrance Hall
2) Mirror room
3) Alchemist's lab
4) Music room
5) Spinning room
5a) Spinning room closet
6) Library
7) Smoking room
8) Chapel
9) Sitting room
10) Nursery
11) Ballroom
12) Dining room
13) Kitchen
13a) Storeroom
22) Hallway
23) Hallway
25) Guard towers
26) Great Northern Forest Serpent Gate (70 paces north)

Basement

14) Northwest bedroom
15) Southwest bedroom
16) Northeast bedroom
17) Southeast bedroom
18) Hallway
19) Torture chamber
20) King's bedroom
21) Throne room
24) Hallway

Skullcrusher

Cuigday, Montoriad 5, 452 New Freedom

The following morning, I was approached by an automaton. It handed me a letter, requesting my presence at the home of Vasculio, the mage ... a known practitioner of the black arts, reprimanded numerous times by the Council of Mages in Moonshade for experimenting with death magics. I had heard that he had eventually been executed for these forbidden practices ... by late evening found myself at a structure nestled in the foothills of Skullcrusher, former home of the Hierophant of Chaos. Another automaton greeted me at the door ... normally locked with a complicated puzzle device ... As I followed the automaton, I had the distinct feeling that from every corner eyes followed me ... introduced



himself as Vasculio ... several Gwani appeared ... he assured me that if I weren't his guest they would most certainly rip me to pieces ... the more I was convinced that Vasculio was quite mad ... The tour lasted for what seemed to be many hours ... I recognized one location as the remains of the Grand Shrine of Chaos ... He told me that he had long wanted to speak with a Xenkan monk as he knew they, too, were intimately familiar with the magics involving life and death ... When I told him that I was bound not to reveal such information, he accused me of the same narrow-mindedness as the mages in Moonshade ... One of his automatons then led me to the door ... I caution thee, Stranger, if thou shouldst choose to visit this strange place, be careful. I feel I was one of the lucky few that have escaped from Vasculio alive.

1) Entrance
2) Library
3) Courtyard
4) Barracks
5) Theatre
6) Mess hall
7) Vasculio's lab
8) Storage room
9) Ruins of Hierophant's house
10) Serpent Gate
11) Eastern exit
12) Stairs down
13) Caved-in tunnel
14) Grand Shrine of Chaos
15) Stairs down to Dungeon Level 2

Dungeon Level 1

16) Alchemist's shop
17) Little Shrine
18) Dining room
19) Armour shop
20) Smithy
21) Music shop
22) Bakery
23) Candle shop
24) Sculptor's shop
25) Furniture shop
26) Stairs down
27) Stairs up

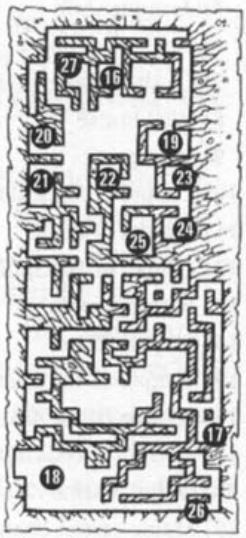
Dungeon Level 2

28) Snow leopards' barracks
29) Stairs up to Dungeon Level 1
30) Stairs up to Skullcrusher



Dungeon Level 2

Dungeon Level 1



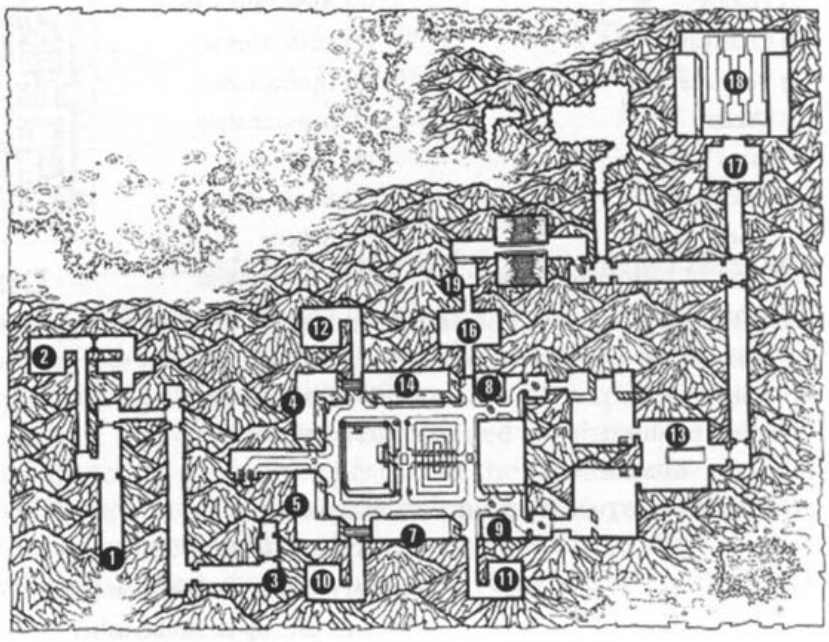
Thus the Hierophant of Order returned to the Spinebreaker mountains and the plans for conquest were born.

Chapter 36, Stave 12, *The Book of Serpents*

Spinebreaker — *Ceithirday, Fawnehdra 14, 452 New Freedom*

Being frankly shaken from my successive encounters with Erstam, the ghostly lord of White Dragon, and then Vasculio, I decided to investigate a site long since abandoned ... Spinebreaker Mountains seemed an ideal choice ... What I found truly amazed me. The city was hidden deep within the mountains. It was systematically laid out and easily defensible. I have to admire the thought and cunning of the Hierophant of Order in choosing such a location to build a city ... As I entered the city, I fully expected to find it abandoned, dusty and in ruins. What I saw shocked me. Automatons similar to those found in Moonshade moved about the hallway. ... These creations gave me little trouble as I made my way past them ... I finally located the secret door into the city. It was an eerie place. Although the city was obviously long abandoned, automatons busily moved about as if their masters would return at any moment. ... I followed this map to the home of the Hierophant of Order ... but I couldn't seem to get in ... I journeyed onward toward where the map said the Grand Shrine would be. To get there I would have to pass through what appeared to be an outer temple. It wasn't until I was at the door that I realized it was the Temple of the Dead. A horrid place, I fled ... There may be wondrous items in there, Stranger, but I had not the courage to look. I hope that thou mightest be able to find the strength of heart to brave this frightening place.

1) Entrance
2) Blacksmith area
3) Weapon storage
4) Weapons shop
5) Armour shop
6) Healer's shop
7) Clothes maker's shop
8) Well house
9) Winepress
10) Chapel of Ethicality
11) Chapel of Logic
12) Chapel of Discipline
13) Bathing room
14) Serpent Gate
15) Temple of the Hierophant of Order
16) Temple of the Dead
17) Entrance to Grand Shrine
18) Grand Shrine
19) Magic carpet chamber



Moonshade *Ceithirday, Moonehdra 19, 452 New Freedom*

Moonshade. Home of sorcerers. Home of magic, both dark and light ... As I walked into the city, I passed what appeared to be a winery. Surely this must be where the fabled magic wine of Moonshade is made! Sitting in the street was a rather ugly old beggar woman with something in her hands ... I was very sure this pitiful woman was quite mad ... I stopped at a place called the Capessii Canton to ask directions ... The young man introduced himself as Pothos. He said he was the town's apothecary and had stopped in for a few items he needed in his shop. The woman behind the counter said her name was Bucia ... she told me that the Blue Boar Inn, the best source of local gossip and news, was just across the street.

The Blue Boar Inn was bustling. The barkeep was a surly little man who called himself Rocco ... When my supper arrived, I found myself staring at the strangest barmaid I had ever seen ... she was an automaton. She said her name was Petra ... Stefanno said he could certainly provide me with information ... He said that Petra was indeed an automaton who had escaped from her maker, Torrissio ... Stefano turned his head and spat. "That for Torrissio. He's a hard man, a cruel man. He ... shall we say ... enjoys inflicting pain."

"The dour looking one, that's Ducio, a good man. He is Moonshade's master artisan. Without him the mages couldn't conduct any experiments, for he makes their apparatus." The other was Fedabiblio, headmaster at the Seminarium where mages learn their arts ... It falls to him to test each child on the Isle for magical prowess. He brings those that have promise to Moonshade to study at the Seminarium. "He's probably here to escape Freli," a young mage at the school ... "That is Captain Hawk, at the bar." ... makes his living by ferrying people around the island in his ship, the *Arabella*. "He must make a good living at it — he's in here a lot, drinking the finest ale."

At that moment, a young man approached and handed me a sealed square of parchment — an invitation to a banquet at the Magelord's Palace, held in my honor! Stefano just laughed. "Let me guess — another banquet? It is always so. Filbercio loves nothing more than to summon the mages together and hold court." The messenger stood by my table. "If it pleases Milady, Filbercio, the Magelord awaits thee at his palace." Not knowing what else to do, I stood and followed the young man out.

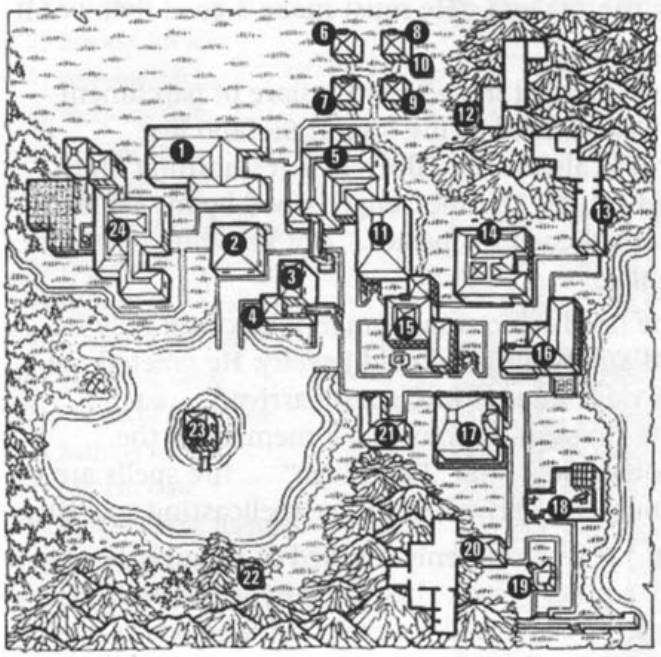
The guests had already begun to arrive. At the head table stood a man who could only be Filbercio. His robes where lushly embroidered and he dripped gold jewelry. He greeted me with flowery language and bade me sit at his right hand. More guests arrived ... each a mage, specialists of one sort or another ... The first was Rotoluncia, a member of the Council of Mages, the governing body of Moonshade ... the "Red Mage" ... fire spells are her specialty ... but the name Red Mage is not solely derived from her spellcasting specialty.

Andrio, a handsome young man ... Columna ... I was suddenly minded of the ugly beggar woman in the streets ... her husband Melino, a quiet man ... his specialty is research ... Frigidazzi ... nothing less than beautiful, but her beauty had a certain coldness to it I found

disconcerting ... the Ice Sorceress ... Gustacio ... another member of the Council of Mages ... weather spells ... the next mage I knew even before Filbercio called his name. The cold eyes, the cruel set of the mouth could only be Torrissio ... master of automatons ... Mortegro ... a man dressed in black robes ... he seemed a nice man ... his specialty is death magic, particularly speaking with the dead.

... Julia, the Captain of the Rangers, and next to her Ernesto, her lieutenant ... I caught Ernesto sneaking glances at Julia with more than respect in his eyes. Filbercio said that the Rangers are the pride of Moonshade ... offered a toast to the brave Rangers who had given their lives in an ill-fated attempt to rid the Catacombs of the dreaded Rat-Men. He said that the Rangers not only have the perilous job of guarding the city, but also the pleasurable job of overseeing the wine press where the famous wine of Moonshade is made.

Filbercio certainly had his share of that famous wine during the evening, and more than once I had to remove his wandering hand from my knee. He asked if I had yet found a place to stay in Moonshade. I told him I had. He smiled and leaned closer to me. "I have a lovely little place on an island in the middle of the lake, very ... private. Perhaps thou mightest like to stay there." I politely declined ... he began to tell of his latest accomplishment, a prison that he said was inescapable. "The best part is that to establish their innocence, the accused must escape! Think how much we will save in court costs!" He asked me if I would like a tour and I agreed. Julia scowled at him and said that outsiders shouldn't be taken into the prison. "It is my crowning achievement!" he replied, "I shall show it to whomever I please! Come, I shall show thee!" With that he led me out the door.



Moonshade

1) Blue Boar Inn
2) Capessii Canton
3) Apothecary
4) Pothos' home
5) Magelord's palace
6) Bucia's house
7) Ducio's house
8) Topo's house
9) Flindo's house
10) Mosh's hut
11) Council of Mages
12) Mortegro's manor
13) Rotoluncia's manor
14) Frigidazzi's manor
15) Bazaar
16) Stefano's manor
17) Columna and Melino's mansion
18) Gustacio's manor
19) Serpent Gate
20) Seminarium
21) Torrissio's manor
22) Catacombs' gate
23) Filbercio's retreat
24) Ranger headquarters and winery

Mountains of Freedom *Cuigday, Moonehdra 20, 452 New Freedom*

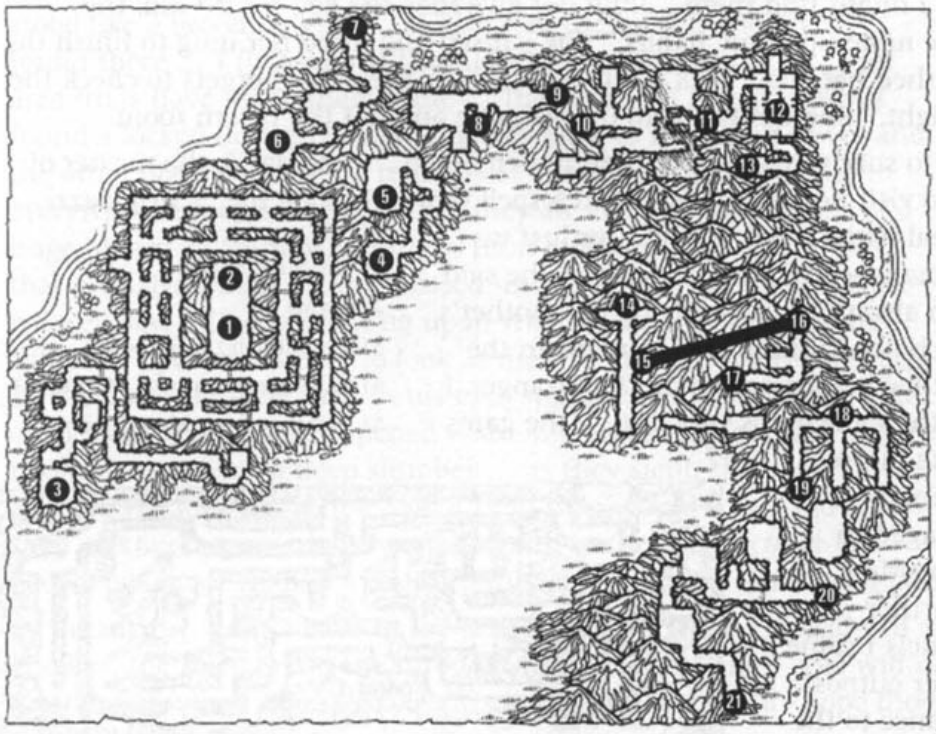
Mountains of Freedom — what a terrible joke that name is. I can not believe anyone would set such horrible traps, even for convicted criminals. But I get ahead of myself.

Filbercio took me to a small room off the banquet hall ... normally criminals would be teleported into the prison from the jail, but he could also do so from where we were. After he cast the spell, my vision cleared and I saw we were in a large room ... there were no exits. "Shall we see how long it is until thou findest thy way out? ... No, don't worry thy pretty head, I wouldn't do that to thee." He led me to a secret exit from the room.

This exit led to a complex maze ... I found his company distasteful at best, but I clung to his arm ... Another secret door and more twisting passageways led to a teleport pad. "And this is merely a small part of the whole!" Filbercio boasted as he ushered me onto the pad.

From there on we traveled a maze ... teleported into a room with three exits. On the wall a sign challenged, "Pick One Or Die." Filbercio asked me to choose ... I replied I would not. He laughed and said that was a wise choice, as to choose the wrong exit did, indeed, result in death. He then led me through the exit to the far west.

Our tour lasted all through the night. It was dawn when we came to a small room where a teleport pad returned us to Moonshade.



1) Entry room
2) Secret passage to maze
3) Teleporter to 4
4) Teleporter from 3
5) Teleporter to 6
6) Teleporter from 5
7) Teleporter to 8
8) Teleporter from 7
9) Teleporter to 10
10) Teleporter from 9
11) Drawbridge and winch
12) Lever puzzle room
13) Teleporter to 14
14) Teleporter from 13
15) West end of secret passage
16) East end of secret passage
17) Bell room; teleporter to 18
18) Death choice hall; teleporter from 17
19) Teleporter to 20
20) Teleporter from 19
21) Teleporter to Moonshade

▬ Invisible Path

Moonshade Catacombs *Aonsday, Ospria 1, 452 New Freedom*

After my exhausting journey through the so-called Mountains of Freedom, I slept for many hours ... my stomach finally woke me. I washed up, then stepped into the tavern room of the Blue Boar.

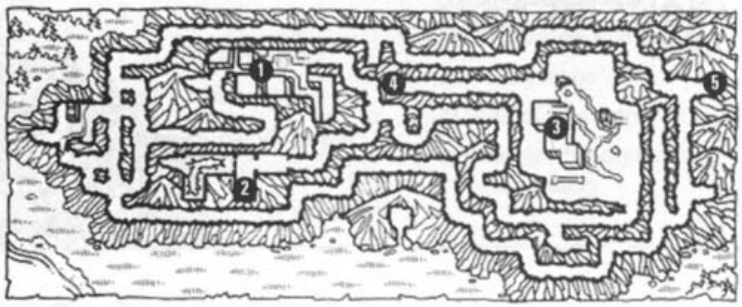
As I waited for my food, Julia entered the tavern and made her way to my table. "Please forgive my inhospitality last night. I was thinking only of thy safety when I tried to prevent thee from entering the Mountains of Freedom. I have ever been concerned for people's safety since losing so many of the Rangers in the Catacombs." I thanked her for her concern and asked what exactly had happened to that ill-fated group.

She replied that the Rat-Men had become a problem, emerging from the Catacombs at night to raid shops and homes. She selected a troop of Rangers to go into the Catacombs and deal with them. She had no idea that the Catacombs were a direct link to the realm of the Daemons. Although she never actually saw a Daemon, she is sure they are there. There could be no other explanation for the intense heat in the far reaches of the Catacombs. "It gets so hot, no living being could possibly exist for more than a few moments."

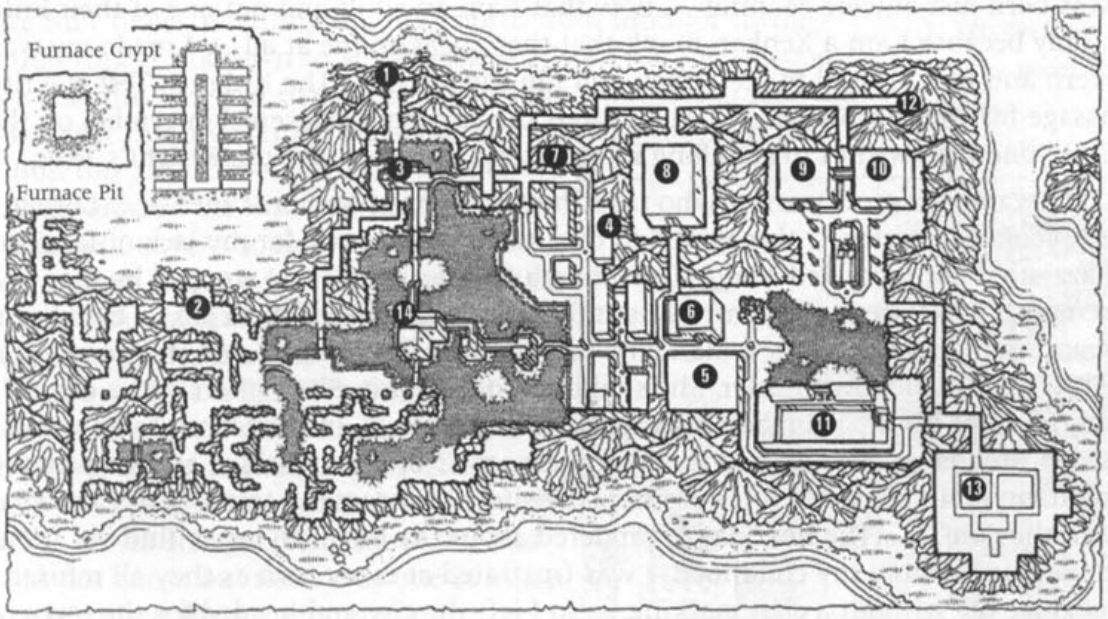
I asked where these Catacombs were. She said the entrance was on the south end of town, but only she had the key to its gates. When I asked her for the key, she looked at me incredulously. I told her that I understood the dangers, but the future of Serpent Isle hinged on information I might find there ... "I'll not give thee the key, for if I did, thy death would be but one more upon my hands." She paused and lifted her mug to finish the last of her ale, then pushed her chair back. "But occasionally the guard forgets to check the locks on the gates at night." She threw a coin on the table and left the tavern room.

The question was how to survive the heat. I then remembered ... Frigidazzi, the master of cold spells. I resolved to visit her to see if she had a spell that might aid me ... Frigidazzi was a bit difficult to deal with — her appetite for lust was unprejudiced — but I managed to purchase a spell she said would protect me. I am always leery of relying on another's magic, but I had little choice. If there are Daemons in the Catacombs, they might have information on the Stranger. I arrived at the gates to the Catacombs very late ... the gates were unlocked ... Xenka, herself, must have been watching over my progress, for I managed to slip by the village of Rat-Men without being seen. Further down the winding tunnels I came to an abandoned Ranger outpost. There I found the entrance to the Furnace Mountains.

1) Rat-Men village
2) Crypts
3) Abandoned ranger post
4) Entrance to Furnace Mountains
5) Entrance from Moonshade



Furnace Mountains *Aonsday, Ospria 1, 452 New Freedom*



1) Entrance from Moonshade catacombs
2) Troll sleeping chamber
3) Guard tower
4) Tavern
5) Bath house
6) Library
7) Armoury
8) Conjury
9) Palace
10) Temple and Serpent Gate
11) Amphitheater
12) Stairs to crypts
13) Park
14) Guard tower

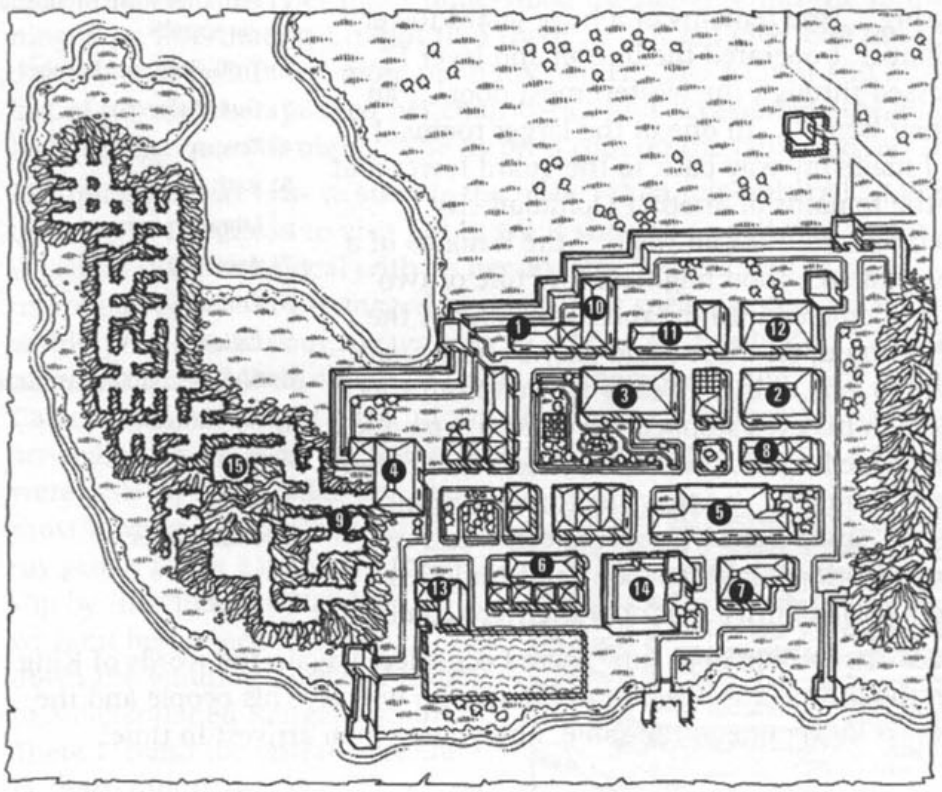
... I felt the heat increasing ... the remains of a huge guard tower stood like a brooding giant ... I operated the button and lever I found there ... I first passed through the westernmost door ... an area trolls have made their home ... In one of the larger rooms, I found a locked door ... I made my way back to the guard tower and the other open door ... the remains of another Ophidian city ... everywhere I found Daemons, yet they all slept ... the remains of a huge library ... Perhaps, Stranger, thou mightest find one or two that are salvageable ... As I crossed into the main chamber of the palace I saw a Daemon sitting upon what could only be a throne ... When he opened his eyes to look at me, I nearly fainted from shock ... the pain and weariness in his eyes stopped me ... At my mention of the Stranger, his eyes opened wide ... a great sickness had fallen upon his people ... a deep slumber ... as they slept, they dreamt ... In these dreams, his people saw a Hero who would come and cure their sickness ... only by restoring health to the island could his people be cured. He had a test of purity that only the Hero could pass.

... I made my way ... back to the Blue Boar Inn. There I considered again the words of King Zhelkas, the Daemon on the throne. I think that the Hero who will save his people and the Stranger of whom Xenka spoke are one in the same. I only hope thou arrivest in time!

Monitor — *Dasday, Ospria 12, 452 New Freedom*

I was born just outside Monitor ... now that I am an adult and not one of their knighthood ... only because I am a Xenkan monk that they speak to me at all ... I made my way to the tavern and was pleased to see Simon still ran the place. ... The Knight's Test is a rite of passage for young warriors ... Lydia tattoos the survivors' chosen clan symbol on their face ... Anyone who wishes to get along in Monitor had better take the Knight's Test.

... Shazzana is a gruff warrior who takes her temper out on her students ... Luther ... a surly-looking warrior ... threatened to toss me out of the city for my lack of face markings. Shazzana then upbraided him for insulting a Xenkan monk ... I stopped by the Crematorium to see if old Renfry was still there ... He offered me a job ... he'd been busy preparing the memorial for a man who had recently disappeared and was presumed dead. "His widow is the town healer. She's taking it quite hard. She's often in the crypts, mourning for him." ... I made my way back to the inn ... in the tavern room was a man named Brendann, who offered to buy my dinner ... Simon chuckled and said that Brendann and Lucilla often propositioned visitors that came to town. "They're two of a kind, they are." ... The next day I wandered about the town, trying to find old friends and acquaintances from my childhood. I was frustrated at every turn as they all refused to recognize me without a clan marking ... so I left the city and headed for the town of Fawn.

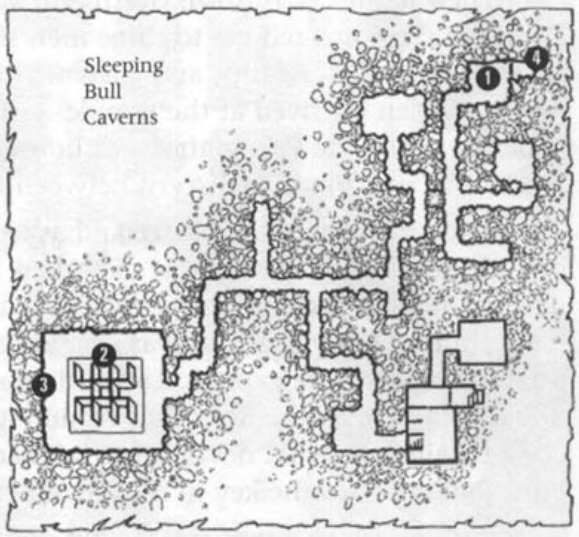


1) Fur shop
2) Inn
3) Town hall
4) Crematorium
5) Pub
6) Training hall
7) Banquet hall
8) Tattoo parlor
9) Crypts
10) Provisioner
11) Blacksmith
12) Jail
13) Healer
14) List fields
15) Serpent Gate

Sleeping Bull — *Ceithirday, Ospria 14, 452 New Freedom*

Just before Bull Tower, guarding the road north from Monitor ... the Sleeping Bull Inn. It is known to all of Serpent Isle for soft beds, good food and a cheerful fire ... a sweet looking woman was serving food and drink ... Devra ... Angus was her husband and together they ran the Sleeping Bull Inn ... she thought Angus could use some help around the inn, and so she hired Theron. "I guess I never should have done it," she sighed. "Angus didn't have any patience with our boys. I certainly shouldn't expect him to have any with someone who is a bit — well, slow." ... The meal was excellent. When I had finished, Devra took me to a lovely room and bade me goodnight. I was about to hang my traveling cloak in the closet when I noticed a lever on the closet wall ... Devra shrugged her shoulders and said she did not know, but there was one in every room. "I'm surprised there aren't any in the basement. This inn was built by Angus' grandfather, Silverpate," she said. "There are many strange things about it."

1) Serpent Gate
2) Lever Room
3) Chest
4) Teleporter to inn



"Is that Silverpate, the pirate?" She nodded. I continued, "The stories say that Silverpate left a great treasure hidden somewhere." ... I was unable to sleep for thinking of the levers ... I decided to check out the lack of levers in the basement ... I idly drew my fingers across the dust on the top of the wine casks. "These are so dirty, Silverpate himself must have put them here," I thought. With that thought I turned to look between the casks to the wall behind it. There on the wall I thought I could make out what might be the outline of a small door ... I slid it open to find a small hallway ending in an alcove. In this alcove was a lever ... I threw it ... a door opened in the southwest corner of the basement.

... stairs leading even further down ... I soon found myself wandering about in cold, dank caverns ... I found another Serpent Gate ... By the gate were two chests ... they were formidable even though they were quite old. In one of them I found a map to what I assume is Silverpate's treasure. I left it there, for the time being — my current concern is not riches, but rather the deliverance of our land. I did not try the other chest, for I feared it might be trapped, but I would have started with the central lever if I had dared.

I returned to the basement, pulled the lever to shut the door and restacked the casks ... Days later, I realized that as widely traveled as Silverpate was, the map I had left behind might indeed lead to treasure, or it might lead anywhere else as well — possibly even to the Dark Path. Oh, what irony, if I have overlooked the one solid clue to discovering that elusive goal!

Fawn — *Cuigday, Sosariad 15, 452 New Freedom*

I entered the city through the gatehouse and found myself in a lovely plaza. Two young women ... One was Alyssand, the town's weaver ... recently become engaged to a sailor ... showed me her silver engagement ring ... the other, Delphynia, was an herbalist ... the Great Captains, advisors to Lady Yelinda, the leader of Fawn, were meeting at the Broken Oar. Their names were Joth, Garth and Voldin ... the barkeep was a surly old fellow named Jendon ... he directed me to three men sitting at a corner table ... Kylista served their city as the Priestess of Beauty, and gave me directions to the temple so that I might meet with her ... When I arrived at the temple ... Kylista was not overjoyed to see me. She told me of a device called the Oracle that was housed in the temple, fashioned by the ancient mages of Sosaria. It was made to discern between falsehood and truth. ...

... I made my way to the palace and asked for an audience with Lady Yelinda ... she offered her greetings, but could not be disturbed ... I would have to come back another time. When I asked about a specific time, he shrugged his shoulders and said perhaps in a week or more. I told him that my business was urgent and could not wait that long. He apologized but said that his orders were express: Lady Yelinda was not to be disturbed. He then ushered me out the door again. As the door shut behind me, I had the distinct feeling that no matter how long I waited, I would never get to see Lady Yelinda. All the more unfortunate, because I was told she possesses the key to the Fawn Serpent Gate (under her throne room).

Leaving the palace, I was almost run down by a handsome young man dressed in the uniform of the town guard ... Jorvin. I guessed by the stripes on his uniform that he was captain of the guard. He said he was on his way to deliver a message to Lady Yelinda ... He seemed a most sincere and likable fellow.

Before I left the town, I decided to stop at a small provisioner's shop. There I met an odd fellow named Delin. I bought several items from him, but through it all he seemed most distracted. When I asked him if there was anything wrong, he smiled sadly and assured me there was not, but still I think he was a most troubled man.

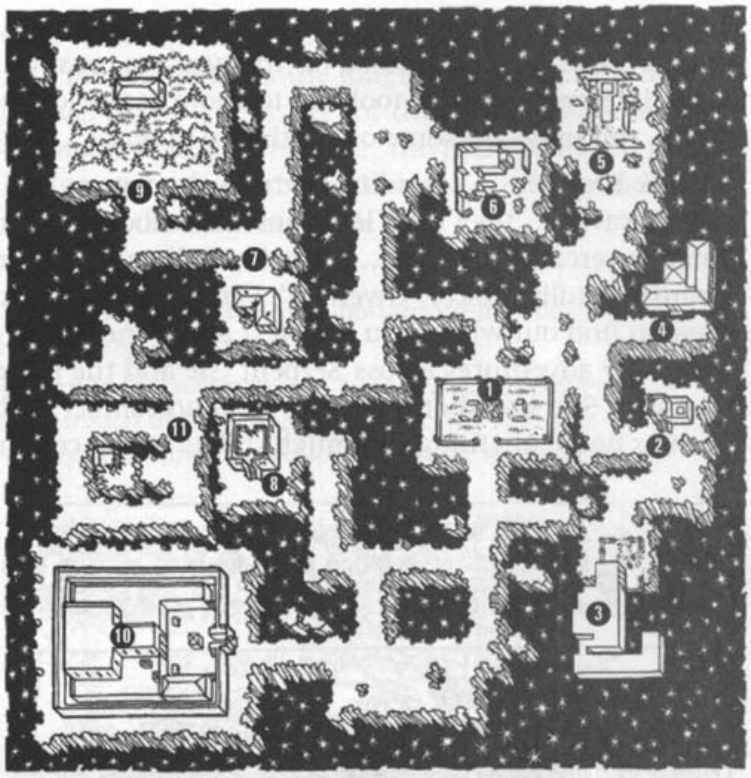
All in all, I found the city of Fawn to be a beautiful place physically, but I am not at all convinced that that beauty continues below the surface.



1) Guest house
2) Fellowship camp
3) Gatehouse
4) Plaza
5) Delin's shop
6) Palace
7) Palace throne room (Serpent Gate below)
8) Temple of Beauty
9) Broken Oar (tavern)
10) Healer's hall
11) Royal gardens

Gorlab Swamp and Dream Realm

Dasday, Serpentia 2, 452 New Freedom



1) Temple of the Flame
2) Dream arena
3) Temple of Emotion
4) Manor house
5) Castle ruins
6) Sleeping Bull
7) Ruined house
8) Nightmare arena
9) Siranush's house
10) Rabindrinath's keep
11) Stefano's dream

I had heard that the woman from Britannia, Gwenno, had made peace with the Gwani and was living amongst them in the north ... I entered the boundaries of the swamp ... overcome with fatigue ... I lay down to rest a bit.

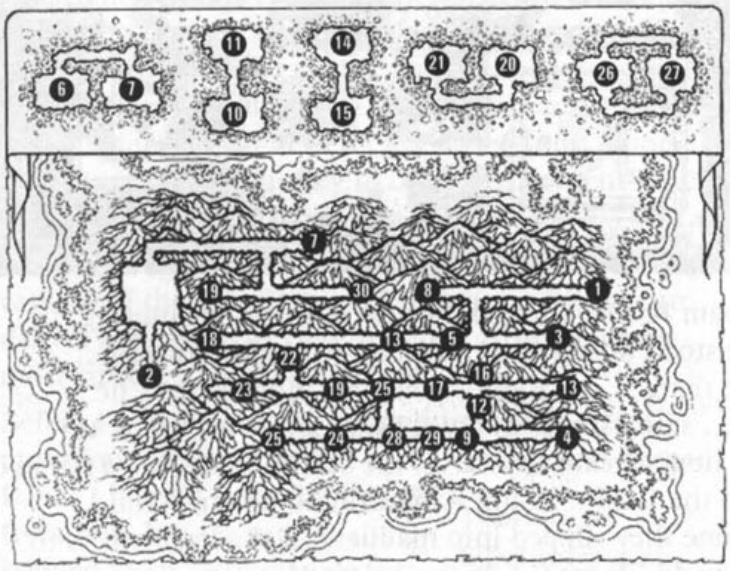
I found myself in a strange, dark place ... I was floating among the stars ... I could see the outline of a building ... I had fallen into the Dream Realm ... two ways into the Dream Realm, through normal sleep or by entering the Gorlab Swamp ... a thriving town once stood on the land now covered by the swamp ... a mage named Rabindrinath came to live there ... a haughty, pompous individual ... he began collecting small Dream Crystals ... small slivers of crystal that lovers exchange to dream of each other ... he formed one, huge Dream Crystal ... the spell he cast tore a rift in the very fiber of the Dream Realm ... in the Dream Realm Rabindrinath pursued and tormented the townsfolk, until one by one they slipped into madness ... the only way is to get the Dream Crystal from him ... "How do I leave?" " In the center of this realm is the Temple of the Flame, and in it burns a pillar of fire. Find it and throw thyself into it. Thou shalt awaken safe and whole in the waking world."

I witnessed the dreams of the Daemons who sleep in the Furnace Mountains. I ran into my friend, Stefano, from Moonshade. I hesitate to detail his dream — suffice it to say it was a happy dream for him. Other dreams were not so happy ... After I escaped my own nightmare, I found myself outside a tall wall sealed with a portcullis. Inside raged what could only be the physical manifestation of a nightmare ... the home of Rabindrinath ... I finally found the Temple of the Flame, and in the center stood the pillar of flames ... when I next opened my eyes, I was at the edge of the Gorlab Swamp, not far from where I had entered.

Ice Dragon's Lair — *Dasday, Xenkaria 7, 452 New Freedom*

I found Captain Hawk at Moonshade's Blue Boar and offered to pay my passage to the frozen north ... we anchored off the western coast of Serpent Isle, far from Moonshade. Captain Hawk, himself, took me to shore in the longboat. He warned me of the Gwani, ice trolls, and most fearsome of all, the ice dragon ... I asked that he meet me in one week.

I walked for days ... avoiding ice trolls, ice worms and the ice dragon ... I came across the Gwani caves ... they were large and fierce looking ... the cold and the smell of roasting meat finally overcame my fear ... I was immediately surrounded by angry Gwani ... I suddenly heard a familiar voice. "Gwenno!" I cried. "Thoxa?" "Aye! I have come looking for thee! I have to find out what thou knowest about the Stranger." ... Later that evening, I told her about my adventures across Serpent Isle and the portents that indicated the coming of the Stranger. She said that the Gwani had no contact with the rest of the isle, so she had not seen or heard anything that might relate to the coming of the Stranger. She paused, then added, "These portents you mention — they do remind me of a good friend, one whom Britannia knows best as the Avatar, who would travel from another world whenever our realm was in dire need. Serpent Isle is fortunate indeed, if your Stranger proves half so mighty as our Avatar."



1) Front entrance
2) Rear entrance
3) Teleporter to 4
4) Teleporter from 3
5) Teleporter to 6
6) Teleporter from 5
7) Teleporter to 8
8) Teleporter from 7
9) Teleporter to 10
10) Teleporter from 9
11) Teleporter to 12
12) Teleporter from 11
13) Teleporter to 14
14) Teleporter from 13
15) Teleporter to 16
16) Teleporter from 15
17) Teleporter to 18
18) Teleporter from 17
19) Teleporter to 20
20) Teleporter from 19
21) Teleporter to 22
22) Teleporter from 21
23) Teleporter to 24
24) Teleporter from 23
25) Teleporter to 26
26) Teleporter from 25
27) Teleporter to 28
28) Teleporter from 27
29) Teleporter to 30
30) Teleporter from 29

... "Thou mightest be interested in this." Inside was a map. "This was among the things that were here when I first came to the Gwani. I imagine it was among the items left from one of their victims." ... She told me that the map detailed the lair of an ice dragon. From the map I gathered that it is filled with magical traps designed to confuse the unwary adventurer ... Even the Gwani are afraid of it." I thanked her for the map ... in the morning, we made our farewells and I left the Gwani camp.

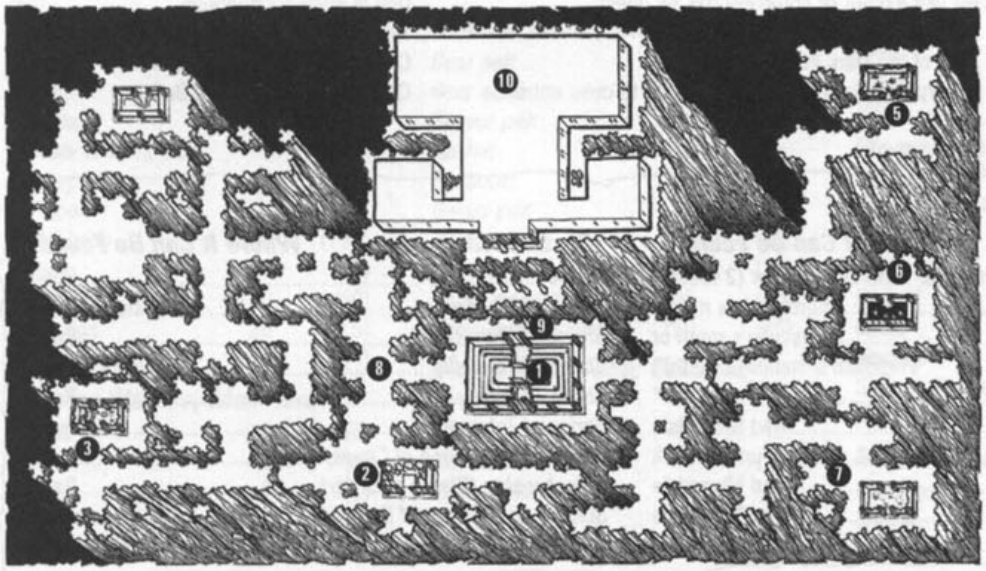
Sunrise Isle

Dasday, Xenkaria 12, 452 New Freedom

I arrived back at the site of my rendezvous with Captain Hawk and spied the *Arabella* anchored off the shore. I signaled the ship and watched as the longboat was sent for me. "Well, lassie, I didn't expect to see thee alive! I have a message for thee." He handed me a small scroll case. "It was waiting back in Moonshade for thee." ... the mark of Monk Isle in the sealing wax. I thanked him and quickly went to my cabin below deck ... I broke the seal and found the following note from Draxta, the seer on Monk Isle.

> Dearest Thoxa,
>
> I hope this finds its way to thee on thy journeys, for I feel it is important information. Last night I received a vision that thou shouldst know about.
>
> I saw a place located on a mountain surrounded by water. It was a place of great power and mystery. On this mountain I saw a shrine to each of the Ophidians' orders, as well as a beautiful building that I am sure was the Great Shrine of Balance. This leads me to believe it was the legendary Sunrise Isle I saw.
>
> On a path outside the Great Shrine of Balance lay a book. This book holds the answers to many of the puzzle tests within the Great Shrine. These puzzles will deal with fire and ice.
>
> I hope this outline of what I saw will be of some help to thee and I hope thy journeys are safe. Walk with the Words of Xenka.
>
> ᐁᚱᐱᚷᛏᐃ

Sunrise Isle is a mystical place located on an island off the far northern coast. I understand that the entire mountain top is ringed with walls. It has been thought by all to be unreachable, but my research has shown that it can be entered through the Dark Path.



1) Temple of the Serpent
2) Temple of Discipline
3) Temple of Emotion
4) Temple of Ethicality
5) Temple of Tolerance
6) Temple of Logic
7) Temple of Enthusiasm
8) Book of Balance
9) Pillars
10) Shrine of Balance

Useful Lists

Unique and Unusual Items

Item	*Description, powers or purpose*	*Location*
Belt of Strength	Adds 10 to Strength when worn	Treasure pile in Abandoned Outpost (SS quest)
Bottle of Magic Wine	Tastes extremely good	Rangers of Moonshade
Comb of Beauty	Makes user attractive	Columna's house in Moonshade
Dragonslayer Sword	Used to slay dragons	Shamino's Castle
Erinon's Axe	Adds 10 to Combat Value; has Damage 20, Reach 4	Aram-Dol's treasure room (SS quest)
Gloves of Karas the Quick	Adds 10 to Dexterity, gives Defense 3 when worn	Aram-Dol's treasure room (SS quest)
Gwani Horn	Shatters ice when blown	Skullcrusher dungeon
Hawk's Map	Shows location of Hawk's treasure	Hawk's room
Helm of Light	Replaces torch, gives Defense 4, warms like fur helm	Dead architect in Maze (SS quest)
King's Savior	Plant that puts others to sleep	West Great Northern Forest
Lens of Translating	Permits user to understand unknown written languages	Library on Monk Isle
Magic Goblet	Always full of water	Conjury in Furnace
Magic Key Ring	Always selects correct key (if you have it)	Isstanar (SS quest)
Map of Serpent Isle	Matches the cloth map of the game	Scots, outside Fawn
Orb of Elerion	Contains the magic of the Forest Master	Draygan's dead body
Ring of Shal	Supplies with unlimited reagents when worn	Rubbish pile in Fiend's Domain (SS quest)
Rings of invisibility	Makes wearer invisible to normal sight	Found in various places
Ritual Blooding Device	Used to draw one's own blood	Most mages
Scepter of the Serpent	Permits access to the Spinebreaker library	Given by automaton in Spinebreaker
Serpent Jawbone	Combined with Teeth, teleports user across the continent	Erstam's on Mad Mage Isle
Serpent Necklace	Repeats most recent Great Earth Serpent message	Siranush
Serpent Teeth	Used with the Serpent Jawbone	See separate list (below)
Silver Seed	Saves Serpent Isle from destruction when planted properly	Appears at end of SS quest
Silver Seed Orbs (four)	No use except to complete the SS quest	One in each SS dungeon
Stoneheart	Used to make Bloodspawn	Teleport Vale, Mountains of Freedom
Dark Path Map	Map of the Dark Path	Catacombs at Sleeping Bull
Treasure map	Silverpate's map from Serpent Gate to cave entrance	Catacombs at Sleeping Bull

Serpent Teeth

Destination	*Where It Can Be Found*
Fawn	Vasculio's room or Filbercio's manor (2 teeth)*
Furnace	Rotoluncia's manor
Great Northern Forest	Vasculio's room or Frigidazzi's manor (2 teeth)*
Isle of Crypts	Xenka*
Mad Mage Isle	Mad Mage Isle
Monitor	Furnace Park
Monk Isle	Mad Mage Isle
Moonshade	Mad Mage Isle
Sleeping Bull Inn	Batlin

Destination	*Where It Can Be Found*
Shrine of Discipline	Batlin
Shrine of Emotion	Torrissio's manor*
Shrine of Enthusiasm	Batlin
Shrine of Ethicality	Gustacio's manor*
Shrine of Logic	Batlin
Shrine of Tolerance	Stefano*
Skullcrusher (Shrine of Chaos)	Batlin
Spinebreaker (Shrine of Order)	Batlin
Sunrise Isle (Shrine of Balance)	Yenani

** These Teeth can not be found until after Batlin dies.*

Merchandise

The first number to the right of each good or service is the asking price. The second number, if listed, refers to the lowest price the merchant might possibly accept if you haggle. Reaching some of these minimum prices requires a great deal of luck and persistence. The cheaper the merchant's asking price, the easier it is to reach the minimum price listed.

Merchants in Serpent Isle use different types of currency depending on where they live. Citizens of Monitor will accept only Monetari (Mo), citizens of Fawn will accept only Filari (Fi), and citizens of Moonshade will accept only Guilders(Gu). Gold Coins (Go) are accepted at Sleeping Bull and by those people not directly associated with one of the three major cities. The base rate of exchange is listed below.

It takes:	***To get this many of each other coin:***			
	Filari (Fi)	*Gold Coin (Go)*	*Guilder (Gu)*	*Monetari (Mo)*
4 Filari (4 Fi)	4	2	3	1
2 Gold Coin (2 Go)	4	2	3	1
3 Guilder (3 Gu)	4	2	3	1
1 Monetari (1 Mo)	4	2	3	1
1 Gem	100	50	75	25
1 Gold nugget	40	20	30	10
1 piece of jewelry	400	200	300	100
1 Gold Bar	800	400	600	200

Moneychangers

Fawn.....Zulith
Monitor Spektor
Moonshade Bucia
Sleeping Bull ..Devra

Each moneychanger charges a fee for the service.

Devra will also pay 100 Filari per gem.

Devra and Bucia are the only changers who deal in jewelry. Bucia is the only changer who deals in gold bars.

Topo (Moonshade) will pay you 100 Guilders each for gems, but he doesn't exchange money.

Foodstuffs and Provisions

Fawn (Delphynia; Filari)

Apples	6	(3)
Carrots	7	(4)
Onion	5	(2)
Pumpkin	18	(9)

Fawn (Delin and Alyssand; Filari)

Backpack	200	(115)
Bag	30	(17)
Bedroll	150	(90)
Bucket	35	(19)
Candle	4	(2)
Crossbow	550	(350)
Crossbow bolts (20)	75	(45)
Fishing Pole	25	(13)
Fur boots	100	(60)
Great helm	300	(190)
Mirror	120	(70)
Sextant	100	(50)
Stockings	25	(15)
Torch	8	(4)

Monitor (Harnna; Monetari)

Apples (3)	6	(3)
Banana (2)	6	(3)
Carrots	2	(2)
Grapes	2	(2)
Onion	1	(1)

Monitor (Krayg; Monetari)

Backpack	75	(45)
Bedroll	50	(30)
Hardtack (2 rolls)	4	(2)
Jerky (2 strips)	6	(4)
Kidney belt	12	(5)
Pick	60	(40)
Shovel	40	(18)

Monitor (Cellia; Monetari)

Bear pelt	80	(45)
Bear cloak	120	(75)
Beaver pelt	60	(30)
Fur hat	22	(13)
Fur boots	30	(17)
Gwani pelt	100	(50)
Gwani cloak	175	(80)
Muskrat pelt	45	(27)
Snow leopard pelt	90	(50)
Snow leopard cloak	150	(85)

Moonshade (Julia; Guilders)

Torch	8	(2)
Wine	15	(9)
Ice wine	25	(15)
Vintage wine	50	(30)

Moonshade (Ducio and Topo; Guilders)

Bolt of cloth	20	(10)
Bread	8	(4)
Bucket	28	(14)
Cake	10	(5)
Cloak, plain	200	(80)
Oil lamp	12	(6)
Pick	140	(75)
Pitcher	30	(15)
Rolls	5	(3)
Shovel	100	(50)
Torch	10	(5)

Moonshade (Bucia; Guilders)

Abacus	120	(75)
Backpack	120	(65)
Bandages	50	(25)
Bear cloak	250	(135)
Bedroll	175	(90)
Boots	50	(28)
Sextant	150	(75)
Sleeping powder	75	(45)
Torches (3)	20	(12)

Mtns of Freedom (Automaton; Guilders)

Bandages	30
Bread	20
Water	10

Healing

Delphynia (Fawn) charges 50 Filari to heal wounds and cure most poisons. If you agree to deliver a letter for her, her prices drop to 10 Filari. She is a novice, however, and is usually unable to fully heal all your wounds.

Harnna (Monitor) heals wounds or cures most poisons for 30 Monetari. She dismisses the fee if you agree to help her.

Baiyanda (Gwani Village) Here all of your wounds are healed and most poisons cured for free.

Potions

Color	*Name (and effect if you drink it)*
Black	Invisibility (renders invisible to normal sight)
Blue	Sleep (puts to sleep)
Blue-black	Warmth (prevents freezing temperatures from harming)
Green	Poison (slowly kills)
Orange	Awakening (awakens from magical slumber)
Orange, glowing	Mana Restoration (raises mana to the maximum possible)
Purple	Protection (when in battle, causes party members to protect)
Red	Curing (cures poison)
Yellow	Healing (heals damage)

Potions

Moonshade (Pothos; Guilders)		
Sleep	85	(40)
Healing	100	(50)
Illumination	50	(25)
Curing	75	(45)
Awakening	65	(30)
Protection	150	(75)
Invisibility	240	(135)
Mtns of Freedom (automaton; Gu)		
Healing	80	

Magic

Moonshade (Pothos; Guilders)		
Magic leggings	550	
Magic boots	100	
Magic axe	600	
Sword of defense	1200	
Magic bolts (10)	200	
Glass sword	1500	

Reagents

Fawn (Delphynia; Filari)		
Black pearl	70	(35)
Nightshade	25	(13)
Garlic	15	(9)
Ginseng	20	(11)
Mandrake root	65	(35)
Monitor (Harnna; Monetari)		
Garlic (3 cloves)	8	(4)
Ginseng (2)	9	(5)
Moonshade (Pothos; Guilders)		
Black pearl	50	(25)
Garlic	8	(5)
Mandrake root	75	(45)
Spider silk	35	(19)
Sulfurous ash	36	(20)
Worm heart	100	(60)

Armourers

If there is a third column of numbers, that is the price the armourer will pay you *for the item.*

Monitor (Standarr; Monetari)			
Chain	200	(100)	50
Chain leggings	100	(50)	25
Crested helm	45	(25)	10
Gauntlets	60	(35)	-
Great helm	75	(40)	20
Plate	350	(175)	75
Plate leggings	150	(90)	45
Scale	150	(85)	30
Spiked shield	90	(50)	-
Arrows (20)	20	(10)	-
Bow	120	(60)	-
Crossbow	145	(75)	-
Halberd	100	(55)	-
Morningstar	40	(20)	-
Quarrels (20)	18	(10)	-
Spear	20	(12)	-
Sword	125	(65)	-
Two-handed axe	150	(90)	-
Two-handed sword	200	(120)	-
Moonshade (Bucia; Guilders)			
Dagger	8	(5)	
Leather leggings	110	(60)	
Moonshade (Ducio and Topo; Gu)			
Sword	350	(160)	
Monitor (Krayg; Monetari)			
Leather armour	75	(50)	15
Leather boots	25	(15)	4
Leather gloves	15	(8)	2
Leather helm	20	(12)	5
Leather leggings	45	(25)	10

Taverns and Inns

Sleeping Bull (Argus and Devra; Go)		
Room (per person)	8	
Ale	5	(2)
Cheese	12	(7)
Ham	20	(12)
Mead	15	(9)
Mutton	22	(14)
Pastry	8	(4)
Trout	10	(6)
Wine	8	(5)
Moonshade (Rocco and Petra; Gu)		
Room (per person)	12	
Ale	7	(4)
Fish	22	(13)
Honey cake	10	(6)
Jerky (2 strips)	20	(12)
Mead	20	(11)
Roast lamb	35	(19)
Sausage	25	(10)
Wine	15	(9)
Monitor (Simon and Lucilla; Monetari)		
Room (per person)	5	
Ale	3	(1)
Beef	12	(8)
Bread or Cake	4	(2)
Fish	6	(4)
Mead	6	(4)
Poultry	8	(5)
Ribs	13	(8)
Sausage	9	(6)
Wine	5	(2)
Fawn (Jendon; Filari)		
Room (per person)	12	
Fawn Ale	12	(6)
Ham	50	(28)
Mutton	42	(22)
Rolls	8	(6)
Seabass	35	(20)
Tarpin	40	(24)

Spells

Ensorcio (Ens) sells spells at the Sleeping Bull Inn.

Melino (Mel), Torrissio (Tor), Columna (Col), Mortegro (Mor) and Gustacio (Gus) have spells in Moonshade.

Gustacio charges nothing, but offers spells only after the experiments he requests of you have been completed.

Mortegro will halve his prices once he has been freed from prison.

Others listed here give you spells after you reach specific points in the game.

All times are approximate. Numbers list prices (in Gold or Guilders). The first number is the asking price; the number after the slash is the absolute minimum haggling price.

First Circle

Create Food. Creates one food item for all party members.	Ens (20/12 Go, 30/18 Gu) Gus
Cure. Negates poisons and paralysis on one party member.	Mel (22/14 Go, 33/21 Gu)
Detect Trap. Marks traps within view of the caster.	Tor (40/20 Gu) Gus
Great Douse. Douses small lit combustibles (candles, torches, etc.) within view.	Ens (18/9 Go, 27/13 Gu)
Great Ignite. Ignites small combustibles within view.	Col (30/18 Go, 45/27 Gu)
Light. Makes everything within view brighter for about three minutes.	Tor (40/20 Gu)
Locate. Identifies the caster's location.	Ens (26/13 Go, 39/20 Gu) Col (35/20 Go, 52/30 Gu)
Telekinesis. Permits the use of one item that is out of reach but in view.	Mel (30/18 Go, 45/27 Gu) Mor (40/25 Gu)

Second Circle

Awake. Awakens one sleeping or unconscious person or creature.	Tor (65/30 Go)
Destroy Trap. Removes all traps from the selected target.	Col (50/30 Go, 75/45 Gu)
False Coin. Clones one stack of coins into five.	Ens (80/50 Go, 120/75 Gu)
Cold Blast. Blue flame strikes target for 10 points of damage.	Mor (150/100 Gu) Gus
Great Light. Makes everything within view brighter for about 25 minutes.	Mel (60/40 Go, 90/60 Gu) Col (60/30 Go, 90/45 Gu)
Heal. Restores hits halfway between current number and full.	Tor (75/38 Gu)
Mass Cure. Negates poisons and paralysis on all party members.	Mel (75/50 Go, 112/75 Gu)
Protection. Doubles target's STR, DEX, INT and COM (min 10, max 30). Also renders target immune to terrain damage.	Col (80/50 Go, 120/75 Gu)

Third Circle

Chill. Keeps party from taking heat damage for about three minutes.	Given by Frigidazzi to Shamino
Columna's Intuition. Marks all surprise traps and creatures within view.	Col (120/80 Go, 180/120 Gu)
Curse. Lowers target's STR, DEX, INT and COM by 3 points each.	Col (75/40 Go, 112/60 Gu) Mor (120/70 Gu)
Enchant Missile. Changes a normal arrow or bolt into a magical one.	Mel (70/35 Go, 105/52 Gu) Tor (150/80 Gu) Gus

(Third Circle, Cont.)

Mass Protect. Affects all party members as the Second Circle Protect.	Col (100/60 Go, 150/90 Gu)
Paralyze. Stops one foe for a few moments.	Ens (70/35 Go, 105/52 Gu) Mor (140/85 Gu)
Sleep. Puts target to sleep.	Ens (60/34 Go, 90/51 Gu)
Translate. Makes all script readable for about 50 minutes.	Tor (175/85 Gu)

Fourth Circle

Blink. Teleports caster to random location within view, but not through wall or locked door.	Mor (200/130 Gu)
Deter. Dissuades most hostile creatures within view from attacking.	Ens (90/50 Go, 135/75 Gu)
Flash. Blinds opponents for about six seconds.	Mel (90/50 Go, 135/75 Gu)
Create Soul Prism. Transforms an ice gem into a Soul Prism.	Tor
Mass Curse. Affects all foes on screen as the Third Circle Curse.	Col (110/60 Go, 165/90 Gu) Mor (175/100 Gu)
Reveal. Renders visible all invisible creatures and objects on screen.	Mel (100/60 Go, 150/90 Gu)
Transcribe. Allows caster to copy targeted scroll into spell book.	Tor (220/130 Gu)
Unlock Magic. Unlocks one magically locked door, chest or other container.	Col (120/70 Go, 180/105 Gu) Gus

Fifth Circle

Conjure. Summons 1 creature per caster's level to fight for the caster, drawn from bird, rabbit, rat, fox, deer, wolf and bear. Higher level casters tend to summon the more powerful creatures. Creatures will eventually turn against the caster.	Gus
Dispel Field. Negates the selected field.	Selina
Erstam's Surprise. Creates clouds of smoke that cause random effects on foe, including fleeing, sleeping and poisoning.	Ens (160/100 Go, 240/150 Gu) Mor (240/170 Gu)
Explosion. Hurls a 16-point blue fireball at the target.	Mel (135/80 Go, 202/120 Gu)
Great Heal. Heals target to full number of hits.	Tor (250/130 Gu)
Invisibility. Renders any target invisible to normal sight.	Col (155/90 Go, 232/135 Gu)
Mass Sleep. Puts all opponents on screen to sleep.	Ens (145/80 Go, 217/120 Gu)
Summon Shade. Permits caster to speak with a dead Great Hierophant as long as the body is within sight. Must have Sethys' orb to speak to dead Chaos Hierophant. Must have serpent crown, staff or armour to speak to dead Order Hierophant.	Mor

Sixth Circle

Betray. Changes target's alignment to that of the caster; might cause target to attack former allies.	Mel (145/80 Go, 217/120 Gu) Tor (285/150 Gu)
Cause Fear. Causes all non-party creatures on screen with intelligence greater than 4 to flee.	Tor (300/175 Gu) Mor (300/210 Gu)
Create Automaton. "Resurrects" a "dead" automaton.	Tor (750/550 Gu)
Dispel Illusion. Removes all illusionary walls and creatures within view.	Mel (160/110 Go, 240/165 Gu) Col (165/110 Go, 247/165 Gu)
Fire Field. Creates a blue-flame fire field over selected area for 10 seconds.	Gus

Fire Ring. Creates a ring of blue fire around the target for 5 seconds.	Ens (180/110 Go, 270/165 Gu)
Cold Strike. Places a blue-flame fire field on all foes within view for 10 seconds.	Scroll in Frigidazzi's lab
Create Ammunition. Creates crossbow bolts or arrows (8 per level, max 99).	Col (175/120 Go, 262/180 Gu)

Seventh Circle

Mass Awaken. Awakens any sleeping creature or person within view.	Mel (250/140 Go, 375/210 Gu)
Energy Field. Creates an energy field over the target.	Mel (230/110 Go, 345/165 Gu)
Energy Mist. Creates a slow-moving short-lived energy missile that causes 10 points of damage every time it contacts the target.	Col (250/180 Go, 375/270 Gu)
Lightning. Shoots an 8-point bolt of lightning at the target.	Tor (350/200 Gu)
Mass Might. Doubles all attributes and combat values, to a maximum of 30 each, for all party members.	Tor (400/200 Gu) Mor (350/240 Gu)
Poison Mist. Creates a poison field over the target.	Col (280/190 Go, 420/285 Gu)
Restoration. Fully heals, negates poisons and paralysis for all party members.	Gus
Vibrate. Shakes the target until all held items are dropped.	Ens (220/110 Go, 330/165 Gu)

Eighth Circle

Create Ice. Creates an ice block over the target.	Scroll in Frigidazzi's lab
Mind Blast. Compares intelligence of caster and target and damages the lower by the difference.	Ens (300/185 Go, 450/277 Gu) Mor (400/285 Gu)
Delayed Blast. Triggers a 10-point explosion just after the spell is cast.	Gus
Fetch. Teleports any item within view (max weight two stones) to caster's feet.	Mel (285/165 Go, 427/247 Gu)
Invoke Serpent. Summons a snow serpent to fight for the party; will eventually turn against the party.	Mor (425/325 Gu)
Serpent Bond. Transforms caster into snow serpent for two minutes.	Mor (450/350 Gu)
Firesnake. Creates a trail of fire that results in a 10-point blast against living creatures.	Scroll in Rotoluncia's manor
Swordstrike. Fires a pinwheel of sword blades at the target (35-point damage).	Ens (285/165 Go, 427/247 Gu)

Ninth Circle

Death Vortex. Creates a moving vortex that causes 12 points of damage to everything in its path.	Ens (350/220 Go, 525/330 Gu) Mor (500 Gu)
Mass Death. Slays all foes within view; reduces all party members to 1 hit point.	Ens (400/250 Go, 600/375 Gu) Mor (600 Gu)
Spiral Missile. Fires eight or nine bolts of lightning, each doing eight points of damage.	Ens (425/260 Go, 637/390 Gu) Gus
Stop Storm. Halts any active storms.	Gus
Summon. Summons one or more creatures to fight for the party: five skeletons, ghosts or mongbats, three headless, two cyclops or scorpions, or a troll.	Scroll in Gustacio's cellar
Mass Invisibility. Renders the entire party invisible to normal sight.	Scroll in Vasculio's old manor
Time Stop. Prevents movement for all but the caster for 30 seconds.	Scroll in Columna's vault
Imbalance. Creates a great number of blue-flame fire fields.	Mor (1200 Gu)

Bestiary

Strength and **Co**mbat refer to the character attributes of the same names, **Ar**mour refers to the number of points subtracted from the damage of an attack and **Da**mage refers to the number of Hits subtracted from an opponent when the creature makes a successful strike. **Re**ach is how far away the creature can strike, measured in paces. Character statistics are not listed in this book; those numbers for any character may be found by checking that character's inventory display.

Creature	St	Ar	Co	Da	Re
Acid slug	15	3	12	5	3
Alligator	16	4	13	12	3
Automaton	20	15	20	8	3
Bat, giant	2	1	10	3	3
Bear	18	10	12	6	5
Bird	3	0	5	2	3
Boar	9	4	5	5	3
Cat	3	1	5	1	3
Chicken	3	0	3	2	3
Corpser	13	4	10	7	4
Cow	16	2	2	1	3
Cyclops	25	6	15	7	5
Dark monk	12	10	9	6	12
female	15	8	7	9	3
Deer	9	2	5	3	3
Dog	8	6	10	1	3
Dream creature	5	2	3	1	10
Fire elemental	8	5	15	2	15
Fish	2	1	3	-	-
Flying snake	5	5	6	4	5
Fox	7	3	6	2	3
Frost serpent	20	15	15	4	15
Gargoyle (Daemon)	22	3	15	6	4
Gazer (a)	7	3	8	3/8	30/15
Creature	**St**	**Ar**	**Co**	**Da**	**Re**
Ghost (b)	11	3	11	4	3
male	6	5	8	5	3
Goblin	19	5	6	4	3
female	8	6	6	5	3
Green wildman	10	12	5	5	4
Gremlin	6	7	10	6	3
Gwani	10	6	9	5	3
Harpy	15	1	15	4	3
Headless	16	3	9	2	3
Hound	15	10	8	6	3
Ice corpser	10	8	9	7	3
Ice dragon	22	12	12	4	12
baby	15	7	15	4	3
Ice elemental	17	13	15	7	3
Ice troll	23	12	15	5	5
Ice worm (c)	9	4	4	2	2
Insects	2	0	2	0	3
Mongbat	11	2	12	3	3
Mummy	15	8	12	5	3
Naga	15	9	7	4	3
Nightmare	17	8	7	6	5
Parrot	9	2	1	1	2
Penguin	6	6	6	4	3
Phoenix	15	15	15	10	12
Creature	**St**	**Ar**	**Co**	**Da**	**Re**
Polar bear	23	8	15	6	3
Rabbit	2	1	4	1	3
Rat	4	1	3	2	2
Rat-Man	7	5	5	6	3
Reaper	18	3	15	8	12
Scorpion (c)	12	1	14	6	3
Serpent	5	5	5	5	2
Sheep	1	0	1	1	3
Skeletal dragon	30	15	15	8	20
Skeleton	14	2	10	2	3
Slime (c)	7	2	10	6	8
Snake (c)	6	2	6	2	3
Snow leopard	10	6	6	5	3
Spider, giant (c)	9	3	10	3	3
Stone harpy	23	10	17	15	3
Swamp tentacles	15	7	15	6	6
Tentacles (green)	20	3	15	5	8
Timber wolf	12	4	8	5	3
Troll	16	5	13	6	3
Undead	9	2	6	5	4
child	12	9	6	5	3
Vampire	15	10	15	7	3

(a) Gazers might have paralyzation and/or fire bolt magic. (b) Ghosts can drain attributes with a touch. (c) Ice worms, scorpions, slime, snakes and spiders also poison.

Training

Training in strength, dexterity and combat is available on the list field of Monitor. With each of the following trainers, training costs 50 Monetari and 3 training points. (You earn training points as you accrue experience points.)

Note that the highest possible value for each of these attributes is 30 — if you have reached the highest value in one attribute, a dual trainer can not train you in just the other attribute. For example, if you have dexterity 30 and combat 25, Brendann can not train you just in combat — he can not train you at all.

Caladin.....Strength (+2), Combat (+1)
Brendann.....Combat (+2), Dexterity (+1)
Luther.....Strength (+3)
Shazzana Dexterity (+2), Combat (+1)

After Batlin dies, Wilfred can be found at the Sleeping Bull Inn. He will train you at a cost of 30 Monetari and 2 training points. (If he is one of your party, he will not charge the 30 Monetari.)

Wilfred Strength (+1), Combat (+1)

Armour

The **D**efense **V**alue is the number of points subtracted from the damage of a successful attack.

Armour	DV
Antique armour	2
Brass shield	3
Buckler	1
Chain armour	3
Chain coif	2
Chain leggings	2
Cloak	1
Crested helm	2
Curved heater	2
Decorative shield	3
Door shield	3
Dupré's shield	4
Gauntlets	2
Great helm	3
Kidney belt	1
Leather armour	1
Leather boots	1
Leather gloves	1
Leather helm	1
Leather leggings	1
Magic armour	5
Magic gauntlets	3
Magic helm	4
Magic leggings	4
Magic shield	4
Monitor shield	2
Plate armour	4
Plate leggings	3
Scale armour	2
Serpent armour	6
Serpent earring	1
Spiked shield	3
Stocking	1
Sword of defense	3
White breastplate	4
Wooden shield	2

Weapons

Damage refers to the number of points subtracted from an opponent's Hits after a successful attack. The Defensive Value of armour may reduce the amount of actual damage taken by the target. "**R**" stands for the Reach or Range, measured in paces, of a man-to-man weapon or a missile weapon, respectively. A pace is equal to the approximate distance a person covers with one step. Arrows and bolts add to bow and crossbow damage, respectively. "*" means the item can be thrown, up to the listed range.

Weapon	Dam	R
Arrow	+1	-
Arrow, burst (one use)	+2	-
Arrow, magic	+4	-
Arrow, serpent	+1	-
Axe, two-handed	7	4
Axe, magic *	8	16
Blowgun	3	6
Bolt	+0	-
Bolt, magic	+2	-
Boomerang	3	8
Bow	6	10
Bow, infinity	6	14
Bow, magic	12	16
Cleaver	2	2
Club	3	2
Crossbow	10	13
Dagger	1	2
Dragonslayer	7	2
Fire wand	10	8
Fishing rod	1	3
Halberd	10	3
Hammer	4	2
Hammer of Dedication *	8	2
Hammer, Juggernaut *	25	16
Hammer, two-handed	9	3
Hammer, Worm	6	2
Hoe	2	3
Mace	5	2
Magebane	9	2
Morningstar	5	2
Pick	4	2
Pitchfork	2	2
Powder keg (explosive)	40	16
Rake	2	2
Scythe	7	2
Serpent dagger	2	2
Serpent scepter	5	2
Serpent staff	8	2
Serpent sword	6	2
Shears	1	2
Shovel	6	2
Sling, magic (no ammunition)	3	8
Spear *	6	2
Spiked shield	2	2
Staff	6	3
Staff, Blue Firedoom	20	10
Sword	6	2
Sword, decorative	4	2
Sword, fire	8	2
Sword, glass (one use)	127	2
Sword, magic	7	2
Sword, two-handed	8	4
Sword, wooden	2	2
Sword of Defense	6	2
Throwing axe	4	2
Tongs	6	2
Torch	3	2
Torch, lit	6	2
Whip	6	3
Whip, Lightning	10	3
Zot wand (poison missiles)	8	8

Walkthrough

Use the titles to find the section of this walkthrough that you're looking for. If you want just a vague, sometimes cryptic hint, read only the bold-face introductory sentence. For full details, read the rest of the section. Material in italics at the end of the section provides interesting information that is not necessary to solve Serpent Isle.

Arrival

Get help from Thoxa, and head inland.

After appearing on the western shore of the Serpent Isle, head south along the mountain range. A magical storm will teleport your equipment and your companions away. In place of your missing possessions, you discover several new, but seemingly useless, items. Keep them, for they belong to those who now have your equipment. On the shore you encounter Thoxa, a monk. She gives you the Hourglass of Fate and tells you of the ancient seer, Xenka, who foretold your arrival. Another monk appears to prevent Thoxa from speaking further and the two fight. You head for Monitor, where Shamino finds you just outside the gates.

Immediately after the teleport storm, check your inventory. You will find a scroll that lists all your original belongings. This will be useful when tracking down your missing items. By the bear skeleton, Shamino will find a bow. From this, he will be able to explain recent events. In the Cave of the Red Bush, you can find a helpful book entitled The Scroll of the Serpent. In addition, Shamino can explain how to use several items, such as lockpicks and torches. He might also point out the entrance to a second cave.

Monitor

Seek out your lost companions.

From the gatekeeper, Flicken, you learn of the need to speak with Lord Marsten. Find him in the Crypts of Monitor. Dupré is brought by the guards and permitted to rejoin the group. Also, you learn that Iolo has been imprisoned (and that you can't free him until you become a knight). Speak with Simon and learn about Batlin. Pay attention to Simon's offer of ale.

Be sure to read the lists of unusual items Dupré and Iolo offer you when they rejoin the party. Check out Shamino's list if you haven't already. Harnna has information about the items, but will answer only a few questions until you have agreed to help rescue Cantra (see Banquet, below).

Simon's ale will make you sick. Make sure you note exactly what he offers you.

Follow Harnna to the crypts at 6 a.m. and pay close attention to her cries. The urn of ashes on Iolo's list belongs to Caladin of Monitor. Iolo's crossbow is lying in the crypts of Monitor.

Luther has Dupré's shield, but will not admit it — or give it up — until he is beaten on the practice field when you are training with him. If you then speak with him afterward, he will give you the shield. Luther is easy to defeat when he is angered. Speak to Cellia, Brendann and Lucilla to learn information that will anger Luther.

You can earn money by giving Renfry dead bodies for cremation. He will pay 100 Monetari for each dead pikeman, but is not interested in other types of dead.

To receive a gift of a Gwani cloak, spend the night with Lucilla (if you are male) or Brendann (if you are female). Note that the presence of the cloak will probably cause trouble if you meet any otherwise friendly Gwani.

At noon, you can go to Town Hall and watch the leaders of Monitor argue. At the training hall, you might spy Shazzana cursing at her novice trainees.

If you speak with Lucilla while Spektor is around, she will hint about their affair.

If you find the scrolls of evidence from the Goblin village, tell Caladin or Brendann about their contents. Marsten and Spektor (if you read all of the scrolls) will be arrested and will confess once they are in jail. If Spektor is arrested, Lucilla will admit to having more information, including knowledge about a secret gunpowder cave.

Only Harnna will still be alive once the goblins overrun the town.

Knight's Test — A wolf and its appendages prove useful.

From Caladin and Cantra, get information on the Knight's Test. At the gates of the Test, accept Shmed's challenge. Explore the dungeon, which seems more challenging than you were warned (see Solution, below). Find the wolf's claw and use it to draw blood from your own body. Then, use the claw on the urn of ashes. When the wolf appears, kill it and take the body with you. Use the key to exit the dungeon. Confront Shmed about the danger level and learn you have a mysterious enemy. Return to Monitor.

1) Schmed's hut, where he stores your items during the Test.
2) Five mines explode behind you as you run past them, then two mines just in front of you. Your only option is to duck into this room on the right. Kill the two gremlins, then force open the chest, which has the key to (3).
3) Locked door.
4) Unlocked door.
5) Locked door.
6) Locked door.
7) Atop the monolith is the key to (5). To reach it, stack the rocks and stand on them. Be careful — some rocks hide snakes.
8) Cyclops. Run in, grab key (that opens (6)), run out and lock door behind you. Or, kill the cyclops and take key at your leisure.
9) The four chests explode for considerable damage. Pass through the illusionary wall to the small room and take the key for (10).
10) Locked doors.
11) At the south end of the hallway is the key to (12) and an invisible lever.
12) Locked door.
13) Kill the rats and take the key to (14).
14) Locked door.
15) Invisible pikeman.
16) Cyclops.
17) Claw (needed in the final part of the Test).
18) This room contains the ashes, for which you need the wolf's claw.



⊛ Explosive land mines.
→ Missile trap. Arrow indicates location and direction of fire.
▬ Invisible paths.

Tattoo — Prepare the wolf and yourself for the banquet honoring your success.

Speak again with Caladin. Then take the wolf's body to Cellia, who makes cloaks from skins. Next, Lucilla must prepare the wolf meat for the celebration of your success. Finally, you must have Lydia put a tattoo on your face as a symbol of your new totem.

Poison — The cure is found in Fawn.

It will not take long to notice you have been poisoned. Harnna offers advice, sending you to Fawn for the antidote: leaves of the Varo plant. (She also suggests that you talk to Lydia about the tattoo before you are cured.) In Fawn, speak with Delphynia, the healer, to procure the Varo leaves. Return to Monitor and let Harnna use the Varo leaves to cure you of the poison.

Delin, who complains about lost money, has your missing torches. Alyssand has your magic gauntlets, and will give them to you. Offer the ceremonial armour to Kylista to get your magic armour.

Watch out for attacks from Kalen the assassin. Be sure to speak with Zulith after killing Kalen.

Monitor Banquet

You learn that following Cantra will help you find Batlin, so find a way to track her.

Get the cloak from Cellia. At the banquet, you are made a knight. In addition to several other stories, learn that Harnna's daughter, Cantra, has disappeared. In private, Harnna shows you a vision in her crystal ball of Batlin pursuing Cantra. She sends you to find the Hounds of Doskar, who are renowned for their tracking abilities, and gives you Cantra's practice sword so the Hounds may follow her scent. Head north to the Great Northern Forest for the Hounds.

Once you have both spoken to Marsten and become a knight, Marsten will give you the key to Iolo's cell.

An alternate way to free Iolo is to (a) have Marsten arrested and (b) talk with Brendann (in that order).

Goblin Rumors

Simon's secret is revealed in the woods. The goblin chieftain's key gives you access to their treasure horde.

Speak with Krayg to learn about the goblins in the woods. Go to the nearby forest and discover one of Simon's bottles of ale (at 83S, 18W). Take this bottle (do not Use it!), return to Monitor and confront Simon. In his confession, he mentions the goblin tunnels, then turns into a goblin and attacks you. A tunnel begins in the Knight's Forest (the forest just north of the Knight's Test — entrance at 69S, 32W). It leads to the Western Forest. Follow it north until you reach the goblin clearing.

Wait until the hours between midnight and 6 a.m. and sneak into the camp as the goblins sleep. Find the chieftain's hut and kill Pomdirgun. Take the key hidden on his body. Use it to unlock the door to the treasure chamber back in the goblin tunnels. Take the Helm of Courage and the scrolls. Return to Fawn.

Shamino's arrows are in the goblin camp.

There is a captured pikeman who will be very grateful if rescued.

The tunnel also leads to the Chess Masters, a life-size game of chess. You can take the Firedoom Staff on the board, but all of the pieces will animate and attack you.

Lady Yelinda

Inquire about your new ring, but beware of a follower. An audience with Lady Yelinda brings both gifts and misfortune.

The first time you are in Fawn with Iolo, he graces the town square with a song about his beloved, missing wife.

Ask Jendon and Alyssand about the ring you acquired during the teleport storm. Accost Zulith when you notice him following you. Speak with a few of the townspeople, to learn that Lady Yelinda desires an audience with Iolo. While in her company, she gives you a white diamond necklace. One of your comrades offers a toast to Lord British, which results in an arrest. Before you can assist, Jorvin paralyzes you with his wand. You awaken in the inn.

Trial

Fix the trial with the oracle.

During the recess, Alyssand tells you to visit the temple at night. Break in, slay Voldin and pull the levers until the oracle talks to you. At this point talk to the oracle and set the verdict to "innocent." After the trial, receive a crystal rose from Lady Yelinda.

Sleeping Bull

Adventures in the Royal Mint help free Captain Hawk. The inn's basement is the path to maps, and then on to Moonshade.

From the bartender, learn that Captain Hawk has been arrested. At the Bull Tower, the pikemen mention an expensive ransom. Return to the inn and speak with Selina. Go with her to the Royal Mint (at 76S, 81E) to get the gold bars and encounter Batlin's henchmen. During the fight, Selina disappears. Take the gold bars to Bull Tower and have Captain Hawk released. Speak with Devra and learn about the mysterious basement and Batlin. Search the basement, find the secret door and throw the lever in the hidden room. Take a key from one of the chests you find there. Return to the basement and go down the stairs. Explore the catacombs until you find the two treasure maps. Take them.

Sail with Captain Hawk to Moonshade (Hawk, Kane, Ale and Flindo must all be on board before you leave.). Flindo will help arrange a meeting with the Magelord when you arrive in Moonshade.

If you try to bribe the pikemen, they will raise their prices.

Taking Selina's Blink Ring while she is alive yields nothing, for the ring returns to her. Once Selina has joined the group, she will not leave unless you choose not to travel in the direction she wants to go.

Find Devra to get your swamp boots.

In the caverns under the basement of the inn, you can operate the mysterious levers to learn more secrets.

To the south of the inn, you can find a decrepit mansion overrun by trolls.

After the inn is taken over by the goblins, only Wilfred will be around. He will join the group if asked, but will become offended if told to leave and will never join again. He will also depart if injured, but only after first cursing you.

Magelord's Banquet

The mages at the banquet have much knowledge to share.

After you have been in town and spoken with a few people, a messenger delivers a scroll. Read it, suffering through Rotoluncia's threats, to learn about Batlin. Find Flindo to see whether you have been invited to the Magelord's palace. When he learns that you have been, you are teleported directly to the palace for the banquet. After the banquet, speak first with Bucia about Pothos' resemblance to Erstam, then with Pothos about blood moss and with Fedabiblio about spell books and mandrake root.

Speak to the Rangers of Moonshade to locate the missing map of Britannia. Take the moonsilk stocking to Torrissio, Columna and Melino. Listen to their comments. If you find Ernesto just outside of the Catacombs, ask him about his activities.

In the area around the town you might run across a pit. Should you walk too close to the edge and fall in, locate the narrow passage leading to some stairs. These stairs lead up to a ruined building. The key to exit the building is hidden behind a tree.

Kidnapping

The south swamp, Rotoluncia's manor,Lake Island and Mosh all contribute to your quest.

Bring blood moss from the south swamp for Pothos and learn about the dock on the northern coast (reached by going around the Mountains of Freedom to the east). When one of your companions disappears, find Filbercio to gain permission to search Rotoluncia's manor. Inside, slay the automaton and get the Serpent Tooth. Return to Filbercio and learn of his past relationship with Rotoluncia. Get a boat and use it to travel to Lake Island, where your comrade is being held. Return to Moonshade and speak with Mosh, making sure to learn about Columna.

Mad Mage Isle

Find an egg and build a man for Erstam, then take his Serpent artifacts.

Ring the bell to summon the giant turtle. Ride on its back to Mad Mage Isle. Speak with Erstam about teleportation and accept his quest for a phoenix egg. In the caves, pull the lever to release the lava, then talk to the new phoenix to get the egg. Once back with Erstam, help him acquire body parts and then construct Boydon. From Erstam's storeroom (to which he gives you the key), take the Serpent Jawbone, then go back to Erstam to get all of the Serpent Teeth he possesses. Via the Jawbone, go to Monk Isle.

A party member's missing dagger can be found here. For a valuable ally, ask the completed Boydon to join the group. If he dies, watch him fall into a pile of separate body parts instead of a single corpse.

Monk Isle

Follow Braccus' instructions to find a useful reagent.

Speak with Braccus to discover how to procure mandrake root. Go to the northern swamp when the tides are low, as per Braccus' instructions, and collect the fresh roots. Use the Jawbone to return to Moonshade.

Notice that the monks change their activities based upon the sounding of the bell, regardless of the time of day. Use the Lens of Translating to read any serpent-runic scrolls or books you find.

Moonshade Catacombs

Captain Hawk, Julia, Columna, Mosh and Fedabiblio all have useful information.

Ask Captain Hawk about the catacombs, Julia and departing Moonshade. Columna tells you about Mosh, who also has information on the catacombs. Befriend Mosh by offering her a fish, which you purchase from Petra at the Blue Boar Inn. Mosh gives you a Magic Harp to deter the Rat-Men in the catacombs from attacking you. Mosh will also tell you of Columna's Magic Comb. Speak again to Fedabiblio about acquiring a spell book.

Frigidazzi

Frigidazzi can teach you an important spell, but Filbercio's presence can be positively chilling.

Talk to Frigidazzi so that you can obtain the Chill spell later. Become intimate with her only if you desire. Regardless of your decision, Filbercio discovers your presence in his lover's abode and puts you on trial. You are found guilty and are sentenced to the Mountains of Freedom.

Mountains of Freedom

Do not overlook the two unlikely allies you encounter. The automata hold the key to this maze, but don't befriend them.

Teleporting into Freedom by yourself, you are confronted by the automaton jailer. Wait until he leaves his locked room (either at midnight or noon) and kill him, taking his lock picks and his red key. Search for illusionary walls to escape the maze. When you meet Stefano, ask him to join you. When you encounter the knight outside of Stefano's chambers, kill him and take the Daemonsword he wielded. When you get to the two levers, Stefano will assist you by pulling one lever while you pull the other. At the drawbridge, get the Telekinesis scroll off the dead mage's body and use it on the winch.

At the jail cells, go to the area with all the levers in the middle of the floor. On the top row of four levers, pull the lever to the far right. The chamber to the sleeping woman should open. Next, on the bottom row, throw the lever that is second from the right. This should cause the door to the horse's room to open. Lead the woman to the horse and let it kill her. Take the carrots from her dead body. Next, throw the top row's left-most lever, which opens the rabbit's cell. Place the carrots on the rabbit's plate and take the flowers

that it gives you. On the bottom row, use the lever on the far left. Give the flowers to the ranger and he will fix the broken lever for you. Use the fixed lever and step on the teleporter in the now open cell.

Use the blue lever and teleport back by trying to walk out of the glade. Use the bottom left lever to open the double doors to the south. Pass through. The next door has a fire pit behind it. Step into the pit and the flames will go out; you will teleport soon thereafter.

In the endless hallway, search for an illusionary wall on the east that leads to a teleporter. In the room with the bell on the wall, stack the crates three high, then step up onto them to be teleported. Talk to the automaton. When he attacks you, kill him and take his key. When the wizard appears and begins casting spells, release the daemon from the Daemonsword and he will destroy the mage. Use the automaton's key on the door and teleport back to the jail in Moonshade.

Alternatively, pull the wall switch behind the knight statue in one of the jail cells. After teleporting, use the blue lever and continue with the last two paragraphs above.

Experiments

Find your three companions, then conduct experiments for Gustacio.

Find Dupré in the Blue Boar Inn and Shamino in the woods nearby. Shamino will give you a spell scroll and a pair of Serpent Earrings he was given by Frigidazzi to give to you. Find Iolo in Gustacio's manor. While there, speak with Gustacio about the teleport storms and the energy globe. Take the globe to Gustacio's tower and conduct the experiments he details. Return to him and report the results. Visit Fedabiblio and use his crystal ball to determine the color of lightning when Edrin was changed. Conduct Gustacio's second experiment and return Edrin to his human form. Ask him about his dreams. For your assistance, Gustacio gives you the Mirror of Truth and offers you several free spells. Bribe Julia to get the key to the catacombs. Take Mosh's Magic Harp, go into the catacombs beneath the city and enter Furnace.

If you need to find Boydon, he's with Bucia.

Furnace

Solve King Zhelkas' test to receive his boon. Next, it's time to get back on Cantra's trail.

Talk to King Zhelkas. Agree to take the test and have him lower the drawbridge. Use the Pillars of Chaos to teleport to the test. Within the test, speak to the clones of Iolo, Shamino and Dupré. Teleport back to Zhelkas and get the Serpent Ring. Find the skeleton of a slain wizard (in the park) and take the Serpent Tooth that leads to Monitor. Head north to Gorlab Swamp in search of Cantra and the Hounds of Doskar.

Should you fail the test, search instead for Zhelkas' missing artifact. Inside the arena, you will be trapped. Only by slaying the automata can you escape. Look for a book describing several unique minerals: agnium, serpentinium and zerine. Find the minerals, take them to the magic chamber and create the substance phosphor. This is the fuel used in the serpent lampposts. You will also find a locked door, which leads to a Serpent Gate. To enter, find the Key of Fire and the Key of Ice and set them on the appropriate altar. The two keys will meld into one key of blackrock. Use this key to open the door to the Serpent Gate. Inside, you may uncover your lost spell book, though it will be burned beyond use.

Dream Realm

Many problems can be solved through adventures in the Dream Realm.

Travel through Gorlab Swamp and fall asleep. In the Dream Realm, find the temple and listen to the speech of the Great Earth Serpent. Talk to Siranush and learn how to use the Helm of Courage, the Mirror of Truth and the Crystal Rose to defeat Rabindrinath. Find and best Rabindrinath. Get the Dream Crystal from his keep. Speak again with Siranush to acquire the Serpent Necklace. (Do not leave the Dream Realm without the necklace!) Also make sure you speak with the following people: Lord British, Stefano, Batlin, Thoxa and Cantra. Wake up and continue to the Great Northern Forest.

Approach the red doorway of the Swamp Cathedral and fight the Gargoyles. You will be teleported to another building. Enter it, press the button to open a sliding door and be teleported back. While in the plains to the east of Gorlab Swamp, notice a staircase leading down. Take it, pass through the illusionary wall, walk down the invisible hall and up into the Naga Temple.

Great Northern Forest

Draygan, Beryl and Morghrim can help you locate a Hound of Doskar.

Locate Draygan's camp and speak with him and Beryl. From Beryl, learn that Morghrim is a good source of information. Morghrim knows about the hounds and how to procure a specimen of the Savior plant. Use the plant on an arrow to shoot Draygan and put him to sleep. Kill him and take the orb from his body. At that time, Morghrim appears and provides a whistle. Blowing the whistle summons one of the Hounds of Doskar, which tracks Cantra after sniffing her practice sword. Follow the Hound to Shamino's Castle.

You can find a scroll indicating the location of your glass sword in the trapper's house in the Great Northern Forest.

Shamino's Castle

Confront Batlin and his warriors, then deal with Cantra.

Go directly to the central keep. Fight Batlin's soldiers, who detain you long enough for Batlin to disappear. Find Cantra's body upstairs. Take Batlin's Fellowship medallion and permit the monk who appears to care for Cantra's body. Ask the dog to track Batlin and head north to the impassable mountains.

Use the levers in the outer keep to gain access to the locked rooms. Shamino explains that this castle was once the seat of his power. He can draw a map that reveals a secret entrance. In the west room you encounter a henchman in search of food. The intense manner of his search may keep him from noticing you.

The ghost of Beatrix, Shamino's former love, might appear here.

Mountain Pass

The only way to cross the mountains is to go through them.

Before heading further north, all living party members must have fur hats, fur boots and fur cloaks, preferably not of Gwani-skin. From Shamino's castle, head back south along the mountain range. Look for the secret pass through the mountains. Within this pass is a dying trapper who will describe his death at Gwenno's hands.

Gwani Village

The Gwani will help, for a price.

Continue through the mountain to discover the Gwani village. Speak with Yenani and agree to obtain the blood of an ice dragon in exchange for assistance. Before you leave, talk to Baiyanda.

Gwani will be upset and won't talk to you if you are wearing a Gwani-skin coat.

Ice Dragon

A special boat and a hidden entrance help you get something Yenani is willing to trade for.

Locate the ice boat and use it to visit Ice Dragon Island. Search for the hidden entrance in the back and sneak in. Slay the dragon and fill a bucket with its blood. Give the bucket of ice dragon blood to Yenani. For your help, she tells you the password permitting passage into the mountains through Skullcrusher dungeon.

Should you encounter the boat frozen in the ice, read the log book describing the sad tale of the pirates.

Take the sword called Magebane from the penguins.

Vasculio

Vasculio holds the key to your next challenge. After leaving him, find another eye on Batlin.

Within the caverns, find and slay Vasculio. From his body take the key that opens the dungeon's exit. Use it to leave and then enter the Temple of Emotion. Find and use the Moon's Eye to get another vision about Batlin. Ask the dog to track Batlin and head deeper into the wastes.

Speak to the ghosts, especially the actors, to learn valuable clues. The book on penguins supplied by the dead librarian provides a hint on how to destroy Vasculio. Speak with all the automata you find. In Vasculio's laboratory you find Rudyom's missing wand. However, the damage to it has changed its ability; now it simply makes people sneeze. Using Magebane against Vasculio makes him easier to defeat.

Spinebreaker Mountains

Avoid attempts to distract you here. Collect a scroll, dagger and abacus to get to the sceptre that you will need to find the hierophant's book. Get a scroll (from Selina), the Blackrock Serpent and Iolo's lute, then return to Skullcrusher.

When you enter Spinebreaker an automaton gives you a message from Batlin, then attacks. Slay him, then talk to the next automaton at the portcullis. Use Telekinesis on the button to open the portcullis, since you do not know (nor ever will know) the password he wants from you. At the next portcullis, Brunt the pirate begs you to follow him, but if you do he will lead you into explosive traps. Instead, use the portcullis and passage to the north, and follow the invisible hallway that bypasses the traps.

Once in the city you need a serpent scroll from the Chapel of Ethicality, a serpent dagger from the Chapel of Discipline, and the abacus from the small Chapel of Logic. Placing these three items in order on the pedestal before the Temple of the Hierophant will open its doors. In the bedroom of the temple is an automaton that gives you the Sceptre of the Serpent. By placing the sceptre on the blue pedestal you will be teleported to the Library of the Hierophant. Read the book, *Structure Of Order.* Teleporting out, go to the chambers in the southeast corner of the city. There Palos will taunt you to follow, so beware of the traps he has set. On the east wall of the Baths is an automaton who will not let you by until you have answered his question, found in *Structure of Order.* Deadeye will assail you with threats here, so beware of the traps he has laid. Get the key from the dead pirate's body — it will open the door to the Temple of the Dead.

Enter the magic carpet chamber. Slay Selina and her henchmen and take the Dispel Energy Field scroll. Speak with the monks when they appear. Enter the Grand Shrine, watch Batlin die and take his Blackrock Serpent, Serpent Jawbone and Serpent Teeth when his body falls. (Dupré, Iolo, and Shamino are all possessed by Chaos banes.) Pick up Iolo's lute, Dupré's shield or Beatrix's book, if present (things the hound can use to track with). Listen to the Great Earth Serpent and return to Skullcrusher.

Skullcrusher Artifacts

Get three important items from Vasculio's treasure room.

In Vasculio's treasure room, find the Horn of the Gwani. Use Dispel Energy Field to reach it. Take the Philanderer's Friend wand and the flux analyzer. Listen again to the Great Earth Serpent. Follow his instructions to rescue Gwenno.

Gwenno

Restoring Gwenno to life, you realize you've only solved half her problem.

Go to the ice tombs to find Gwenno's body. Use the Horn of the Gwani to free her coffin. Take Gwenno's body and go to Monk Isle. Thoxa resurrects Gwenno, but you realize that Gwenno is now insane. Speak with Karnax and learn the original Scroll of the Serpent is in the Seminarium in Moonshade.

Back to Moonshade

Freli, Fedabiblio and Stefano help you get a scroll, a comb and three teeth.

In Moonshade find Freli, one of the few surviving mages, and hear about the destruction. Go to the Seminarium and use Philanderer's Friend on the statue of Fedabiblio. Once human again, Fedabiblio gives you the Scroll of the Serpent. Visit Gustacio's manor, Torrissio's manor and Filbercio's palace and get their Serpent Teeth. Find Stefano, who has another Tooth and a Blackrock Serpent. Get the Magic Comb from Columna's house. Use the Serpent Jawbone to return to Monk Isle.

Once the town is filled with monsters, only Stefano, Freli, Torrissio, Columna, Andrio, Ducio and Petra will be around. Go to Frigidazzi's home and find the missing Magic Helm.

Cross the bridge and enter the secret door beneath the bridge stairs. This will lead to a chamber full of zombies. After they are slain, find another secret door and travel through the invisible hall, using Pothos' key to open the door at the end. You will be teleported to a large area. Defeat any opposition, take the treasure and die to get back to Monk Isle.

Discipline

Karnax and Miggim can get you to the temple, where you discover yet one more obstacle.

Speak with Karnax about the Imbalance Virtues and the Water of Discipline. From Miggim, get a book describing the location of the Temple of Discipline. Go to the Temple and talk to the automaton, who tells you that a human cannot survive the acid trail through which you must pass. After you find the Mind Transfer chamber, return to Monk Isle.

Water of Discipline

A vision shows you what you need to do.

Have Draxta show you the vision of an automaton walking through the acid. Go to Moonshade and ask Petra to join your group. Return to the Temple. Use the Mind Transfer machine to switch into Petra's body. Pass through the acid, approach the fountain and fill two buckets with the water. Return to Monk Isle.

Soul Prisms

Gwenno can finally tell you what you need to do; Ducio and Torrissio can help you once you're back from the cold.

Use the Water of Discipline on Gwenno. Speak with her and learn about Batlin, the banes and the prisms. Venture into the ice wastes and kill worms until you have nine hearts. Take their hearts. Go to Moonshade and have Ducio make three worm gems from the ice worm hearts. Ask him about the Daemonsword. From a scroll on Gustacio's body, learn to use the flux analyzer on the Daemonsword. Get the Enchant Soul Prism spell from Torrissio after he takes Philanderer's Friend from you. Cast the spell on the worm gems to make three soul prisms.

Enthusiasm

Again, Gwenno tells you what you need to do.
This time, Miggim helps you.

On Monk Isle, speak with Gwenno and learn that other Waters are necessary to cure your possessed companions. Again consult Miggim and his book of temples. Go to the Temple of Enthusiasm. Once there, find and use the Magic Lens to discover where the banes are hiding. Obtain the Water of Enthusiasm and use it on one of the prisms.

Tolerance

Sethys helps you free Mortegro;
Mortegro helps you get the Water of Tolerance.

Go next to the Temple of Tolerance. Ask Sethys about the lost key. Cast Serpent Bond, find the key and use it to lower the drawbridge and free Mortegro. Get the Summon Shade spell from Mortegro and learn that the altar of Tolerance is in Moonshade. In Gustacio's manor, place a bucket on the altar to get Water of Tolerance. Use the Water on an uncharged prism.

Note that Mortegro will be struck by lightning when he leaves the temple with you.

Ethicality

You must pass three tests to cause
the Waters of Ethicality to flow again.

In the Temple of Ethicality, find and use the meditation mat. Speak to the automaton and take the Tests of Ethicality: Fire, Greed and Bravery. In Fire, walk directly through the burning flames, then press the button. During Greed, make sure you discard all your valuables — money gems, jewelry, etc. — onto the pedestal, before walking down the corridor and pressing the button. While fighting Batlin in the Bravery Test, do not yield when he asks for your submission. After you have passed the Tests, fill the bucket with water from the now-working fountain.

Emotion

Take care of a few loose ends in Moonshade.
Next, collect four lodestones and then the Water of Emotion.

Return to Moonshade to get Captain Hawk's treasure map and sextant from his room. Search Frigidazzi's house for a Serpent's Tooth. Go to the Temple of Emotion. Take the lodestone of Hate from the first room, and the lodestone of Happiness from the next room. In the room after that, speak with Shriash and break the altar to get the lodestone of Love. Next get the lodestone of Despair. In the final room, place one of the lodestones on each of the four pillars beside the Pond of Emotion. Fill a bucket with the Water of Emotion, and use it on the third prism.

Logic

The Temple of Logic is reached through the Glacier Mountains.
Find a clue on ice, teleport, then help the six automata
solve their mystery, and they will help you solve yours.
Once you have Water, follow your treasure maps.

Face and kill the ice dragon. On the path leading north, five ice blocks (each containing a body) impede your path. One has a journal with useful clues in it. At the teleport chamber just past the blocks, step on the pads in this order: red, yellow, blue, red, white.

Help the six automata solve their murder mystery. From them get the key that permits entrance to the Water of Logic. Fill a bucket, then follow the treasure maps obtained in Sleeping Bull. Find Silverpate's treasure, which includes a carving of the Serpent of Balance.

To solve the murder, question the automata. (#4 did it.) Be sure to recruit at least three automata — you'll need them at the end of White Dragon Castle.

Serpent Artifacts

Get the Crown from Hawk's treasure. Ruggs can tell you where Yelinda fled; she can help locate the Armour she hid. Get it.

Captain Hawk's scroll and map show the way to his treasure, which includes the Serpent Crown. Next you must find Yelinda. Ruggs, in Fawn, can tell you that she fled to the swamp. Offer her Columna's Magic Comb of Beauty. Get the key to the Serpent Armour's location from her.

White Dragon Castle

At the White Dragon Castle, properly slay your three dearest companions, then restore them. First, though, you must find them, and they've set all manner of traps for you.

Cross the drawbridge to the entrance hall (1) (see map on page 20). Pass on to the hall (22) and into the mirror room (2). Go through the secret door to the alchemist's lab (3). A key on the skeleton here unlocks both the door back out to the hall and the door to the library (6). From the library, cross by the balcony to the smoking room (7). Get the key from the desk, go back out into the hall and use the key to unlock the door into the spinning and weaving room (5). Pull the lever behind the bales of wool, opening the secret door to the closet (5a). Walk through the illusionary wall by the stairs and take a key from the chest. Go upstairs, unlock the door you find, then walk to the east, through a second door and back down the stairs you find there.

In the music room (4), get the key under the whistle. Back upstairs, cross over and down the stairs into the ballroom (11). Pick the lock or break the door into the kitchen (13). Go through the secret door between the kitchen and the dining room (12). Find the key hidden under a plate there; it opens the door to the ballroom.

Back in the spinning room closet (5a), unlock the door to the chapel (8) with the key you found under the whistle. A lever in the northwest corner of the chapel opens the door to the sitting room (9). From the sitting room, the key you found in the dining room unlocks the door into the hall (23). Pick the lock or break the door into the nursery (10). The key you find on the dresser unlocks the door to the northwest bedroom (14).

Use the secret passage at the back of the room (through a secret door) to get to the next bedroom (15). The lever by the grandfather clock opens the two secret doors in the north end of the secret passage's eastern corridor. Back in the secret passage, walk north, east and south, through the first of the two secret doors you just opened. Before entering the southeast bedroom (17), pull the lever in the passage, which opens the secret door between the two bedrooms (17) and (16). Walk through (17) to (16).

Another key in the dresser there opens the door to the hall (24) and then the connecting door to the southern hall (18). The door to the torture chamber (19) is unlocked (surprise!); the lever there opens the last secret door in the secret passage, giving you access to the king's bedroom (20). You can get from the bedroom to the throne room (21), where you must slay Iolo, Shamino and Dupré.

Discharge the Daemonsword into each appropriate prism before slaying another bane. This may take several attempts. Once all three are dead, take their bodies to Monk Isle. Thoxa resurrects your comrades, but they are insane. Return them to normal by using the Waters on them: the Water of Logic on Iolo, Ethicality on Shamino and Discipline on Dupré. They will rejoin you on your quest. Listen to Xenka as she gives you a Serpent Tooth and sends you to the Isle of Crypts.

Hierophants

Teleport (using a serpent, a scroll and a book) to reach the tomb of the last Great Hierophant. Speak with the Great Hierophant and the Chaos Hierophant.

Teleport from (6) to (7) (see map on page 17). (You must have the Blackrock Balance Serpent to do so.) In the foyer (9), place the mummy's scroll on the pedestal to teleport to the library (10). In the library, read the book on the pedestal and you will teleport to the hallway just outside the Eye of the Serpent (11).

Find the body of the Great Hierophant and use Summon Shade to speak with him. Get the Eye of the Serpent and head for the Temple of Tolerance. Next, ask Sethys to join you. Go to the Temple of Enthusiasm. Cast Summon Shade on the skeleton of the Chaos Hierophant (just inside the gateway, to the north) and learn how to reunite the Chaos Serpent.

Note that Sethys will die when he leaves the temple with you. When he dies, take his orb.

Last Tooth and the Staff

Xenka tells you how to find the last missing Tooth and the Staff. Get them, then return to Monk Isle.

Return to Monk Isle. Xenka tells you that the Gwani have another lost Serpent Tooth. At the Gwani village, speak to Yenani about the trapper. Take the missing Gwani amulet from his cave and give it to Yenani for the Tooth. Xenka then tells you about the Staff of the Serpent. Go to Furnace and talk to King Zhelkas about the trolls. Slay the trolls and get the Staff of the Serpent. Return to Monk Isle.

When you come across Hazard, get the glass sword from him.

Ashes of Balance

Make the ultimate sacrifice in Monitor.

From Xenka, learn how to make the Ashes of Balance. Draw straws to see who must be sacrificed. Learn it is you who must face death. Go to the Crematorium in Monitor. Thoxa appears and brings any companions not currently following you. As you prepare to die, Dupré pushes you aside and flings himself into the burning death-chamber. Collect Dupré's ashes. Seek Marsten's hoard in the nearby caves, using Lucilla's key. Pick up several kegs of gunpowder. Go to Skullcrusher.

If you don't have Lucilla's key, you can get gunpowder in Spinebreaker or Skullcrusher.

Cantra's dead father is with Marsten's hoard.

Reuniting the Chaos Serpent

In Skullcrusher, you need the prisms, the Blackrock Serpent and the ashes. Get the sword and follow Dupré's instructions.

Use the gunpowder to destroy the doors into the sealed portion of the dungeon. Find the Shrine of Chaos and place a Blackrock Serpent on the marked slot. Place all three prisms on the marked altars. Place the ashes on the main altar. When the Chaos Serpent is reunited, Dupré speaks through it and tells you to go to Sunrise Isle. Get the Serpent Sword from Xenka, and pick up the Blackrock Serpent. Use the Serpent Jawbone to go to Sunrise Isle.

Sunrise Isle

The island is full of tricks and puzzles designed to demonstrate Balance. Always counter Order with Chaos to complete your quest.

To leave the temple, find and place the glass Order and Chaos serpents on the scale. Take the six symbols that appear and read the book describing where on the island the six symbols belong. Be sure to place the complementary symbol on each altar:

- Torch (ethicality) on altar of Tolerance
- Chain (tolerance) on altar of Ethicality
- Heart (emotion) on altar of Logic
- Abacus (logic) on altar of Emotion
- Dagger (discipline) on altar of Enthusiasm
- Rose (enthusiasm) on altar of Discipline

When you have placed the last symbol, a book will appear. Read this book while standing between the pillars north of the temple. A fire bridge will give you passage to the Shrine of Balance.

To get the Ice Diamond, set a serpent candle on the pedestal located in front of the Diamond. For the Fire Ruby, set an ice block on the pedestal located in front of the Ruby. Take the two artifacts and place them upon an altar, which will open the great doors. In the maze, pass through invisible walls to go under staircases. On the blue (Order) side of the maze, use buttons to open doors on the red (Chaos) side, and vice-versa. Collect two blue cubes and two red cubes and place them on the altar found in the ante-chamber of the Grand Shrine of Balance. Make sure you are wearing all the Serpent regalia: sword, staff, ring, earrings, crown, necklace and armour. Also, you will need the three Blackrock Serpents. When the Eye of the Serpent appears, take it, then place the staff, armour and crown on the altar. You will be teleported back to the ante-chamber, and the doors to the shrine will open. Enter the Grand Shrine of Balance. Fight the ice elementals that attack when the Order Serpent speaks. Place the three Blackrock Serpents into the three floor slots. Place the Eyes of the Serpent before the Blackrock Serpent Statue. Finally, strike the Serpent Statue with the Serpent Sword.

THE SILVER SEED

Revered Order Hierophant,

It is my pleasure to present to thee the first report concerning my new duty station. I include a map of the keep to familiarize thee with Seriss and its particulars. My arrival has caused some agitation in the garrison — but I prepared for that. I can assure thee that I have the situation completely under control. The warriors must learn to obey my orders and pay me the respect that I deserve as the Commander of the Order Forces at this post. In time, they will discover the importance of Ethicality and Discipline, certis. To the best of my ability I will instruct them more deeply in the virtues and aid them with their internal conflicts. It honors me that my superiors have entrusted me with this position. I am dedicated to carrying out my orders and will meet all expectations to perfection — as always.

Yours faithfully,

Isstanar

Seriss: the Order Keep

Garrison

There are only three Order warriors left in this command. Since most of the labor is performed by automatons, there is little for the human warriors to do around the keep. All of them are eager for news about the battle that is raging at the front. Being the new Commander of this post, I am their only source of information. They generally stay in their rooms and invent new trivialities to overcome the monotony in their lives. However, I must admit that they work fairly well together.

Tsandar is now Subcommander of this outpost. My arrival seems to have upset him and made him jealous. I believe he blames me for his demotion. He often discusses and praises his former commander, Ardiniss, when I am not around. I anticipate difficulties with this warrior.

Elissa is the Mage at this outpost, giving her rank equal to that of Tsandar. She considers the benefits of eternal life as an Order Automaton more and more often. I believe she admires me. Perhaps, in time, she will be worthy to make the ultimate sacrifice.

Surok is the Healer of the keep. He is much older than his companions and seems weary of the discipline expected of him. I assume that seeing his friends die over the last several hard years has made him bitter. He does not seem comfortable around me, which probably has to do with my appearance. I hope to re-instill a sense of duty in him soon.

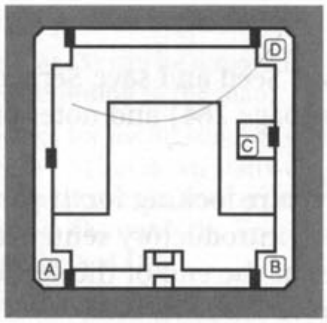
Dark Monks

Occasionally I overhear conversations between the warriors here in Seriss. They often mention the names of three sorceresses, members of the Dark Monks — Rieya, Solaria and Drusilla. From the information available to me at this point, I must assume that these monks have great power.

They are not fond of the Order Forces; they believe in their own distinct prophecies. These monks speak some drivel about destroying the "Pawn of Prophecy." They believe their victim will arrive here through the powers of the Amulet of Balance. I don't know what to make of all their prattle. I don't think they are talking about our hero, the Champion of Balance. If he ever arrives here, I will give him the magic Key Ring as I have been ordered by thee, Calithiss, revered Order Hierophant.

The three monks haven't caused the keep any trouble so far; therefore, I shall allow them to remain in this area. Although I don't trust them under any circumstances, a treaty has been signed — they may each stay at the entrance of a different dungeon, as long as they repulse any interlopers seeking that route into Seriss. I haven't been here long enough to know them well, but I plan on gathering more material for my next report to thee.

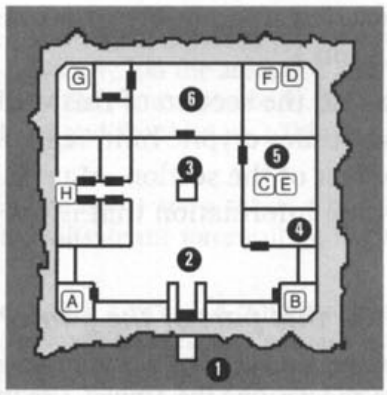
Parapet



Ground Level

Aram-Dol's Lair (Solaria)

Maze (Drusilla)



Abandoned Outpost (Rieya)

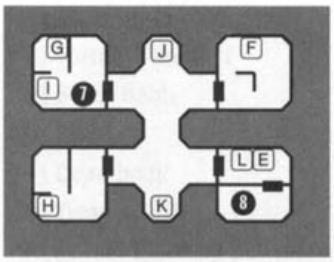
Fiend's Domain

Seriss: the Order Keep

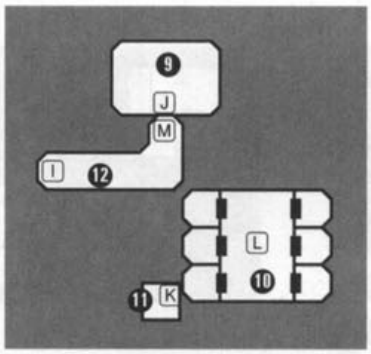
1) Drawbridge
2) Courtyard
3) Serpent Gate
4) Smithy
5) Barracks
6) Great Hall
7) Laboratory
8) Armory
9) Library
10) Jail
11) Back path to Aram-Dol's lair
12) Path to chasm
13) Chasm with drawbridge

Note: In this, and in all other maps, letters in round-cornered boxes (A, B, C and so forth) indicate the two ends of a stairwell. For example, on the map of the keep, A marks a stairwell that leads from the ground level up to a corner of the parapet.

Dangerous dungeons surround the keep. Some were once part of the keep and became what they are now after being abandoned. Other dungeons belonged to the Forces of Chaos. I have heard rumors of gruesome creatures in all of these areas.



Level 1



Level 2



Level 3

Walkthrough

The basic quest is to obtain four Magic Orbs to get the Silver Seed and save Serpent Isle from destruction. (For more information, see **Magic Orbs** (page 264) and notes on specific areas in the solution.)

Use the titles to find the section of this walkthrough that you're looking for. If you want just a vague, sometimes cryptic hint, read only the bold-face introductory sentence. For full details, read the rest of the section. Material in parentheses at the end of the section provides interesting information that is not necessary to solve *The Silver Seed.*

How do I get into this part of the game? — **The Amulet will Balance the Gates.**

First, you must get the Amulet of Balnce from Karnax. When you have it, visit any Serpent Gate. While standing on a Gate and wearing the Amulet, Use the Amulet (double-click on it). You will be transported back in time to the Order Keep of Seriss.

Seriss: The Order Keep — **Find and talk to Isstanar.**

Get the magic Key Ring from him. Each passageway out of the keep represents one quest. Each quest is an opportunity for you to acquire a powerful weapon or a magic item. The entrances can be found by exploring the city or talking to the warriors. Surok the healer will resurrect you, if you are killed during the game. He will assist you in any way he can.

(Isstanar has switched bodies with an automaton. He demands total obedience from his subordinates.)

Dark Monks — **Don't trust everything the Dark Monks tell you.**

The three Dark Monks are powerful sorceresses and believe that they must destroy you after your arrival. They will give you hints at the entrances of the dungeons. You can only trust Drusilla. You must kill the Dark Monks in the final scene. Once the Dark Monks are dead, any transformed companions will be restored to their proper forms.

(The sorceresses do not get along well.)

Abandoned Outpost **Explore the area and search dead bodies for useful items.**

Don't give up if you can't open some of the doors — if they're illusionary, you can just walk through them.

The forcewalls at (5) can be removed by pressing three buttons in this order: upper right, upper left, lower left (oriented according to the map).

Check the bodies for useful supplies of all sorts. Place the lightning whip on the platform at (7) to get down the stairs. Once you get down stairwell [E], go through the doorway, kill the animated armour, then press the plates in the alcoves in reverse order: third, second, first. (The plates must be in their original positions before the trap is disarmed: the first one up, the second down and the third up.) This dispels the sleep fields (9) leading to the Red Orb.

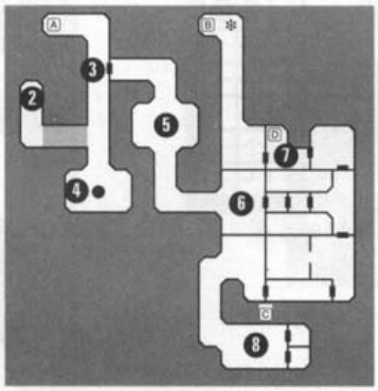
In the torture chamber (8), find a secret passage (in the iron maiden) and a magic scroll (in the left-hand cell). To open a cell, use a picklock. Reading the magic scroll outside the forcewalls at the bottom of the well destroys them.

To get to stairwell [B], attack the rubble blocking the passage with a sword. A coil of rope is on the body at (11). Use the rope on the brass well to lower yourself all the way down, recite the magic scroll (8) by the forcewalls, then climb down the stairs at [H]. Defeat the ice elementals and retrieve the Belt of Strength from near the treasure pile.

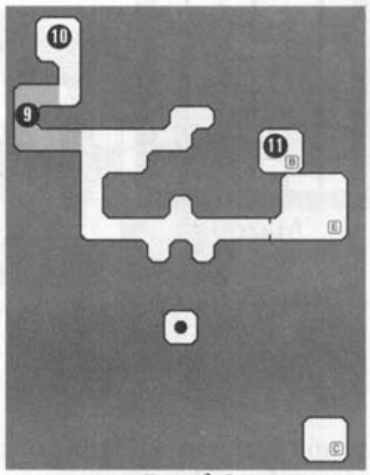
(Loriel made this belt for her husband, out of woven hair from Giants, and enchanted it to give the bearer great strength.)



Level 1



Level 2



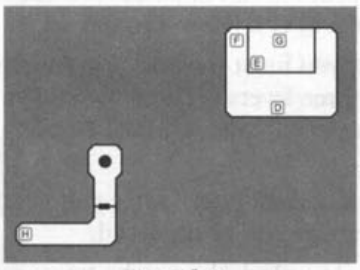
Level 3

Abandoned Outpost

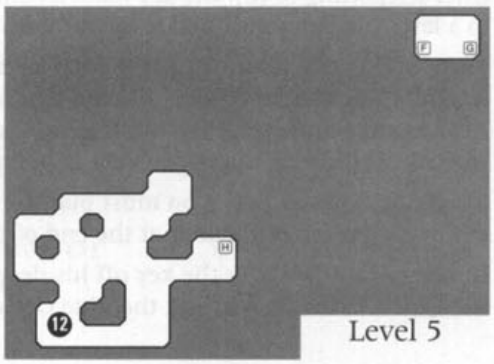
1) Entrance
2) Lever to open secret door (3)
3) Secret door
4) Brass well
5) Force walls and buttons
6) Dead bodies
7) Stairs to fourth level
8) Torture chamber
9) Sleep fields
10) Red Orb
11) Dead body
12) Treasure pile

❊ Rubble blocking path

Illusionary wall



Level 4



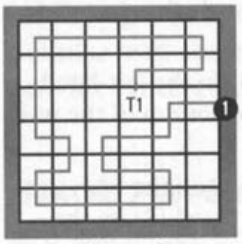
Level 5

Maze

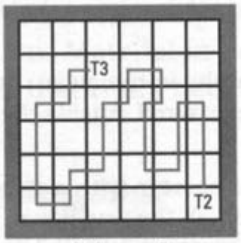
Cheese, cats and (of course) dead bodies are the crucial points here.

You can trust Drusilla and her information. She is the only Dark Monk who doesn't lie to you. Your companions refuse to enter the maze, and when you enter, everything in your inventory disappears until you leave again. You can find cheese on a dead body within the maze. Find the Chaos "monster" Yurel. He has the Purple Orb and will trade it for cheese. The Helm of Light is on Issik's body. You will be able to reclaim your inventory once you have exited the maze.

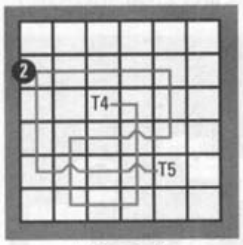
(This place was originally designed as a storehouse for the treasures of Order.)



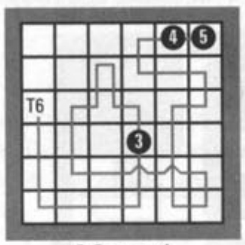
Maze 1



Maze 2



Maze 3



Maze 4

Maze

1) Entrance
2) Dead body
3) Yurel's chamber
4) Issik, the dead architect
5) Exit

T1- T6 Teleport pads

Aram-Dol's Lair

Be prepared to fight a lot.
Look out for illusionary walls and passageways,and read the plaques carefully.
Solve the lever puzzles to proceed.

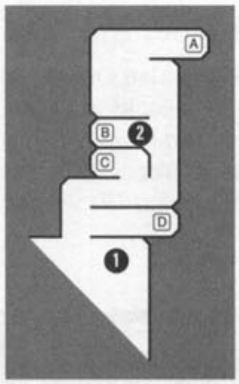
It isn't necessary to kill Draxinar (the dragon). In fact, it is much better not to. Draxinar tells riddles and gives information.

After teleporting to (6), the key hidden behind a pedestal can unlock the door to stair [L]. This stair leads down to a lever that you must pull to open the secret door at (9). (However, this secret door hides nothing useful.)

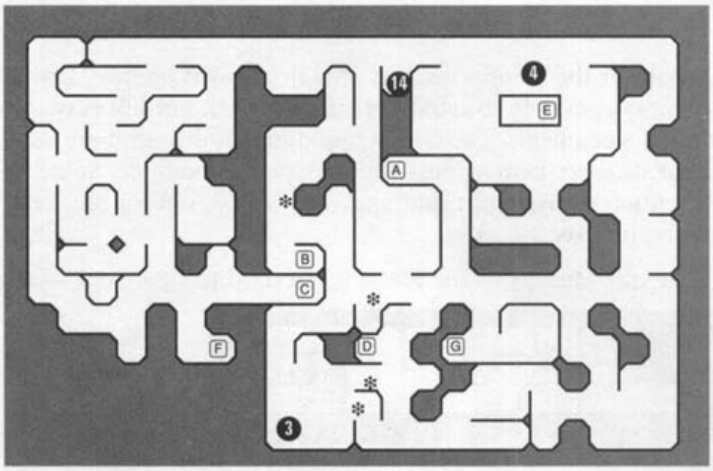
There are several rooms in a row with levers that you must traverse (7). The first room bears the runic legend: "Guess right or die!" For the first set of three levers ("Throw two down"), pull only the second lever. At the next set of five levers ("three will get you eight"), pull levers 1, 2 and 5. At the third set of seven levers ("throw four to get twelve"), pull levers 1, 2, 3 and 6.

Along the hallway (11), you must pull the switch in each room. After pulling all ten switches, you must pull the brass lever and the door at the end of the hallway will be unlocked.

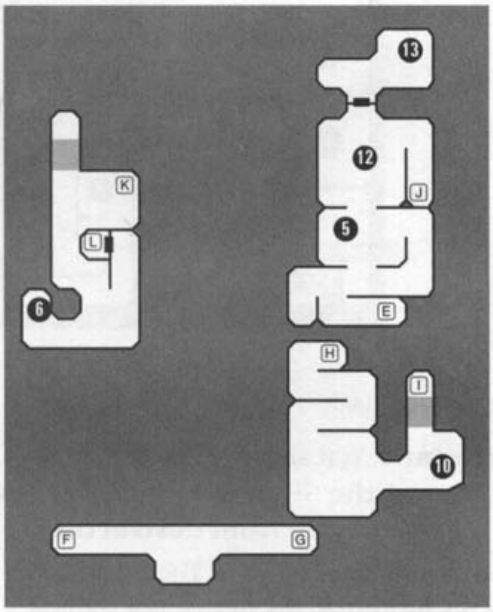
Destroy Aram-Dol. Use the key off his dead body to unlock the nearby treasure room. The Gloves of Karas the Quick, Erinon's Axe and the Blue Orb are in that room.



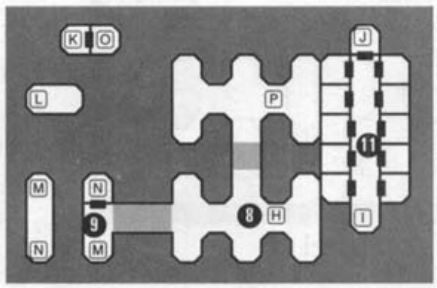
Level 1



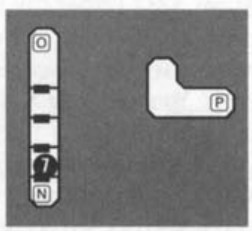
Level 2



Level 3



Level 4



Level 5

Aram-Dol's Lair

1) Entrance
2) Stairs to Draxinar's lair
3) Draxinar's lair
4) Main cavern of the Arachnians
5) Teleporter to (6)
6) Teleporter from (5)
7) Lever rooms
8) Crypts
9) Looping passages
10) Skeletal dragon
11) Hallway
12) Aram-Dol's room
13) Treasure room
14) Back path to the Keep

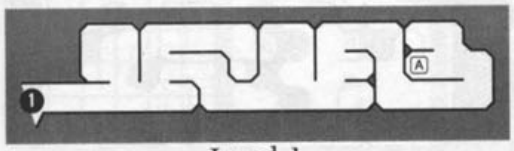
❄ Rubble blocking path

Illusionary wall

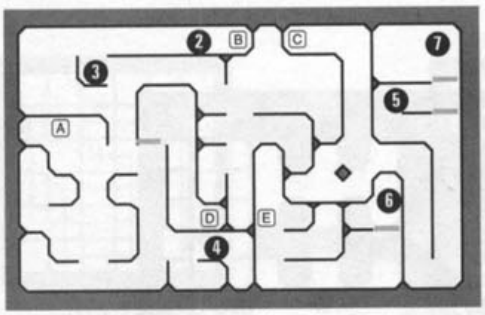
Fiend's Domain — All is not as it seems in this dungeon. Do not trust the Fiend.

Whatever the Fiend says, it is only in his own interest. The Ring of Shal and the Golden Orb are hidden here. It's possible to avoid the buzzsaws (2), but not easy. Avoid the shortcut (3). It looks attractive, but is full of sleep fields. The chests found in this dungeon are usually empty, but they can be of aid because they explode. Use them against the Cyclops, for example. Some passageways may seem impossible to cross. Pay attention to your surroundings. Keep an eye out for illusionary walls. The shooter traps (9) won't harm you if you just keep walking.

(The true identity of the Fiend is not hard to figure out — it is Shal.)



Level 1

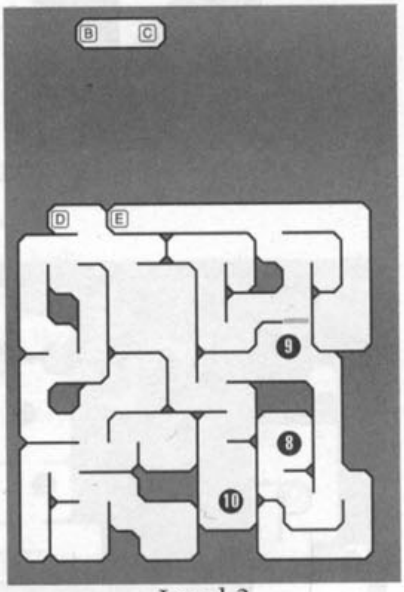


Level 2

Fiend's Domain

1) Entrance
2) Buzzsaw hallway
3) Shortcut (dangerous)
4) Exploding chests
5) Impassable hallway
6) Ring of Shal (under debris)
7) Fiend's room
8) Gazers
9) Shooter traps
10) Golden Orb

Illusionary wall



Level 3

Magic Orbs — You must obtain four Magic Orbs to get the Silver Seed and save Serpent Isle from destruction.

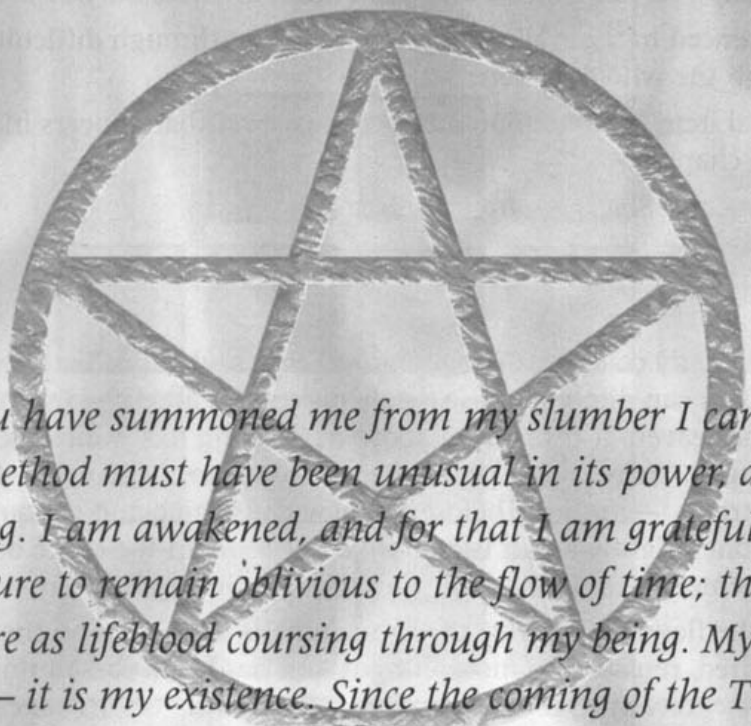
The Orbs have different colors: red, blue, purple and gold. Each dungeon contains one Orb. The Purple Orb is in the Maze. Aram-Dol's lair contains the Blue Orb. You can find the Red Orb in the Abandoned Outpost of the keep, and the Golden Orb in the Fiend's Domain.

The Silver Seed — Get all other magic items first. Use the Orbs to unlock the vault.

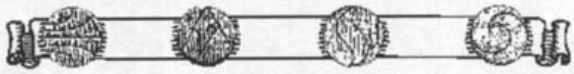
You need the four Magic Orbs to get the Silver Seed. Find the vault with the Silver Seed under the Keep (down the lab stairs under the wine cask (I) to (13); the wine cask can be moved by pressing the button behind a candlestick at J). Put an Orb on each of the pedestals to unlock the vault. Get the Silver Seed. Fight the Dark Monks when they appear. Go to the Serpent Gate of the Keep and use it. You arrive in a glade, back in the future. The monk Karnax appears, to help you. Plant the Silver Seed here and watch the Tree of Balance grow. (Planting the Seed can be tricky. Make sure you're standing on the patch of dirt left of the waterfall before attempting to plant the Seed.) You can leave via the Serpent Gate you arrived at in the glade.

PAGAN

Ultima VII



How you have summoned me from my slumber I cannot guess. The method must have been unusual in its power, and unique in the casting. I am awakened, and for that I am grateful. It is not my true nature to remain oblivious to the flow of time; the currents of eternity are as lifeblood coursing through my being. My purpose is awareness — it is my existence. Since the coming of the Titans my eyes have been shrouded and dim. I once marked and exulted in every event which occurred on this isle, from the sharp spark of a blade of grass plucked by grazing toraxen to the harmonic thrum of the ever-growing caverns. I saw all until the currents of time banished my lord Apathas from his true position. I am his son, Remvatos, whom the people call The Observer.



From your silence I can tell that I am not the one you expected to answer your summons. You expected power, perhaps? Did you call on Amoras, hoping for the divine gift of love and happiness? Or are your ambitions more martial — your desire for the war-skills and cunning strategies of Odion? I am neither of those, and have no real power to bestow upon you, but do not return me to the darkness so soon. For if you have any curiosity about the world of Pagan, I am your best oracle. I have seen all, and for the privilege of brief stays in the realm of light, I shall tell you all I know.

What's in This Chapter

Each map has a two-letter abbreviation that is used to identify it throughout the rest of the chapter. A letter/number combination (such as CT, 2) refers to a specific location — in this example, "2" marks the key ring in Central Tenebrae (CT). The maps serve a triple function:

- They give you an idea of where you are and where you need to go.
- They are keyed to help you find objects and places that are necessary or useful.
- They are cross-referenced to the walkthrough, to help you through difficult areas without having to read through the whole section.

Note that each magical item has a unique number (e.g., M9) that appears in the map keys, and elsewhere in this chapter.

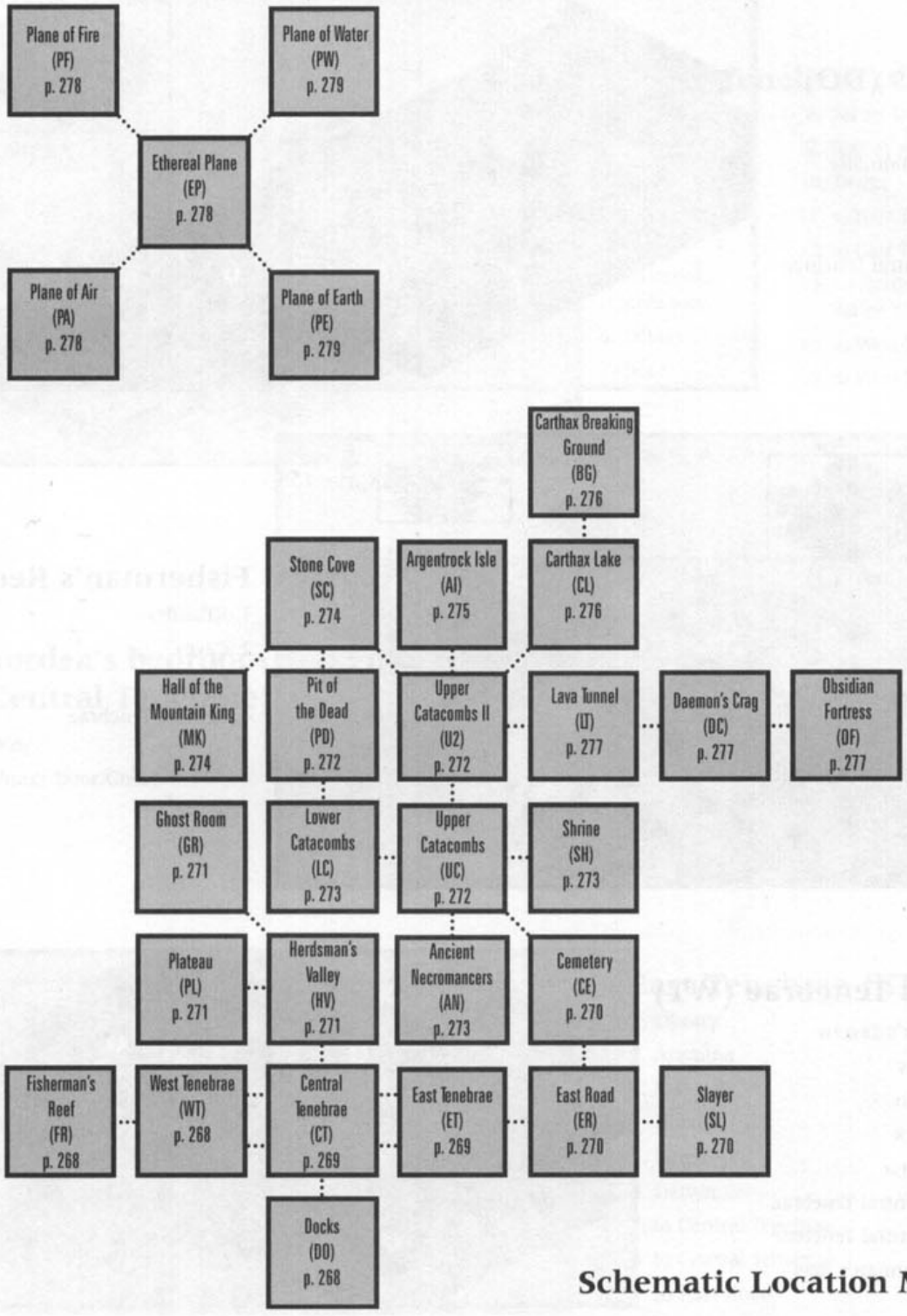
Two sub-plots — Ghost and Slayer — are included.

Maps

Sometimes, when the pearly covering of Pagan grows thin and looks like sheets of kith silk billowing in a storm, you can dimly glimpse a pale disk. It is called the Eye of Stratos. Cold and still in a turbulent heaven, it peers from above as if trying to see into the dim and shadowed world of Pagan. There is no one left, not even Stratos, who could put the name "sun" to the Eye of Stratos — but long before the new gods came and vanquished Apathas, my father, the sun shone brightly on an island of verdant life. In the space of a day, too long ago for mortal memory, the clouds came and the rays of the sun were warded away.

The first to die were the flowering plants, then the animals which fed on them. Grasses and soaring trees disappeared, replaced by moss, fungus and hardy shrubs. In time the mushrooms and shrubs grew in size, but they do not provide the shelter and food for wildlife that the light-drenched world supported. The people, in their own way, adapted to their new world, but the teeming farms and bustling cities of yesterday are quiet and still. These generations do not find it unusual, nor do they notice that their numbers are decreasing. I find it almost unsettling to think that unless things change, I may not have a world to observe in a few millennia, just a bare dome of rock in a cold, lifeless sea. And then I, too, shall perish.

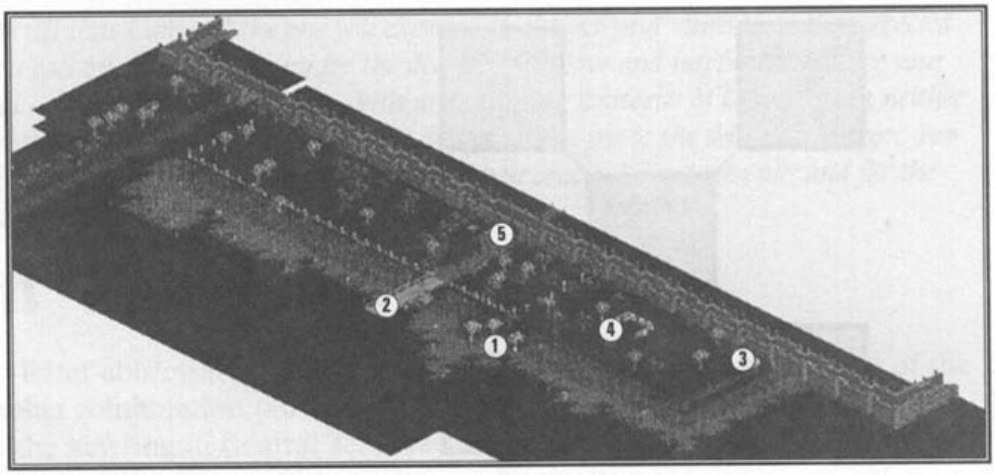


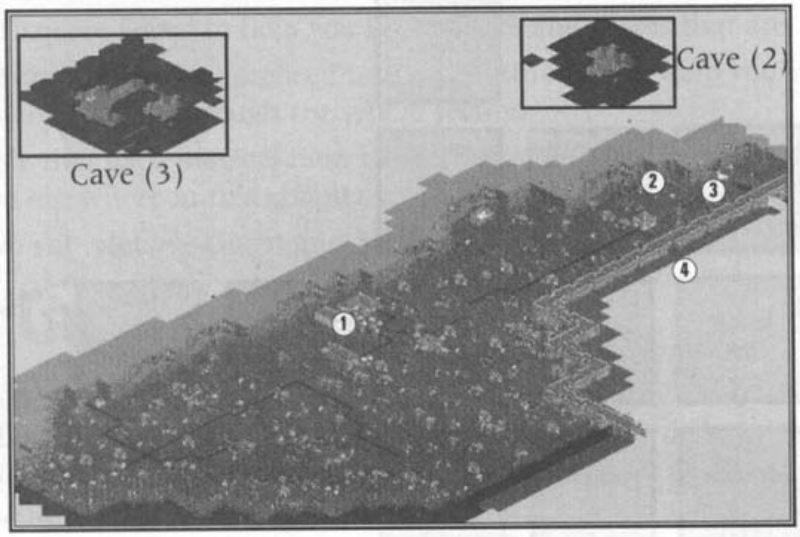


Schematic Location Map

Docks (DO)

1. Devon
2. Execution Site
3. Box
4. Chest
5. to Central Tenebrae



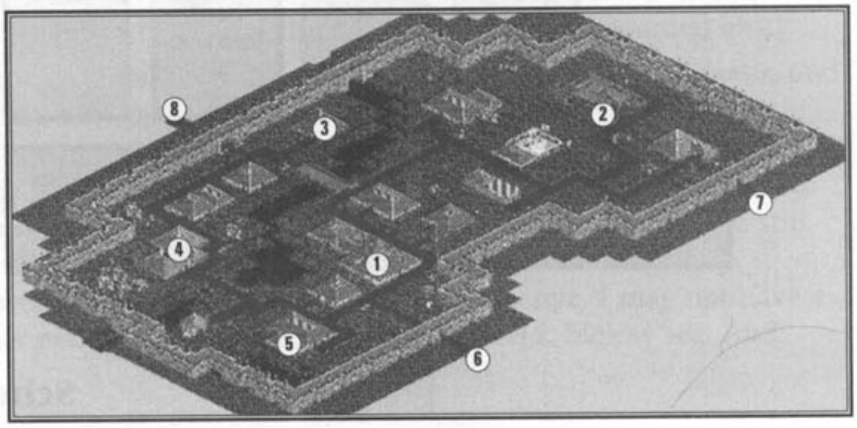


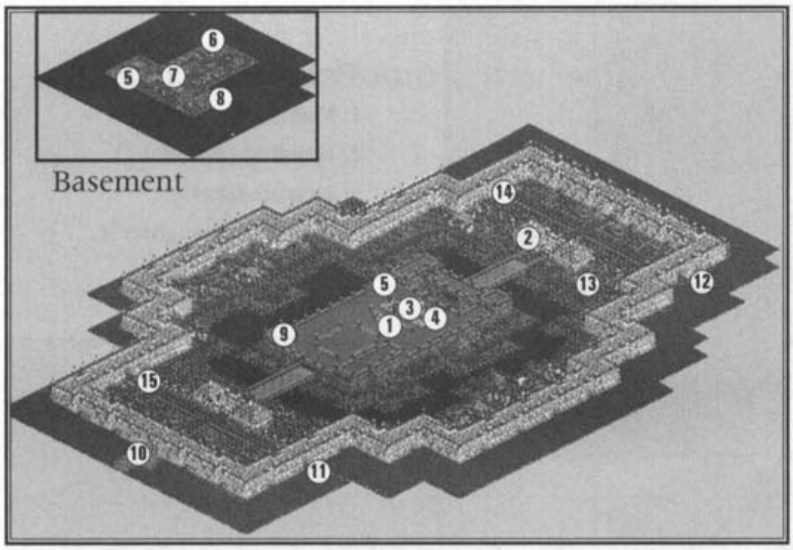
Fisherman's Reef (FR)

1. Kilandra
2. Cave
3. Cave
4. to West Tenebrae

West Tenebrae (WT)

1. Orlok's Tavern
2. Sticks
3. Devon
4. Korick
5. Shaana
6. to Central Tenebrae
7. to Central Tenebrae
8. Fisherman's Reef



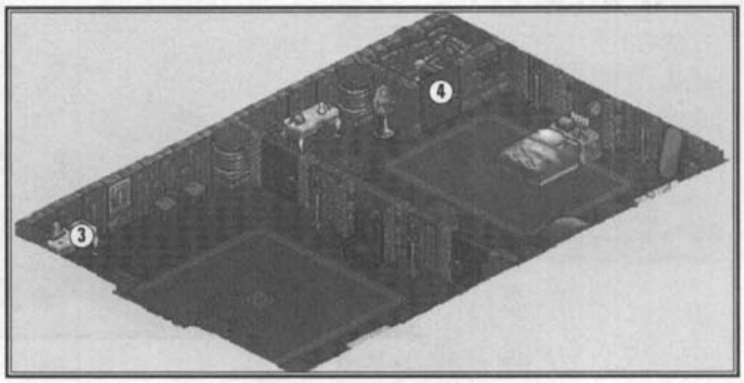


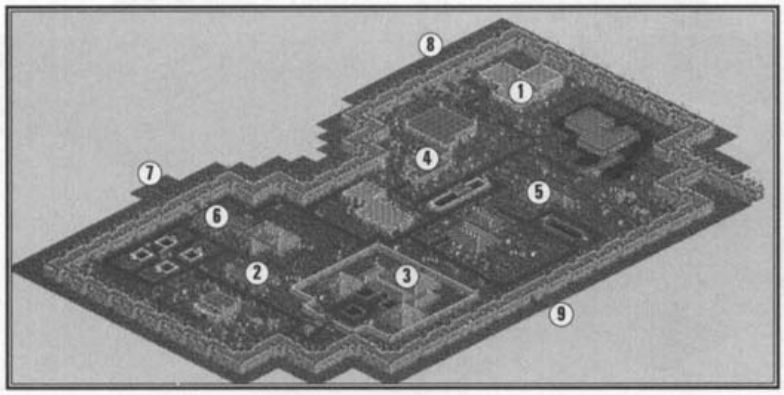
Central Tenebrae (CT)

1. Recall Pad
2. Key Ring
3. Mordea's Bedroom
4. Inner Door
5. Basement Entrance
6. Devon
7. Door
8. Secret Door
9. Tear of the Seas
10. Docks
11. to East Tenebrae
12. to East Tenebrae
13. to Herdsman's Valley
14. to West Tenebrae
15. to West Tenebrae

Mordea's bedroom (Central Tenebrae)

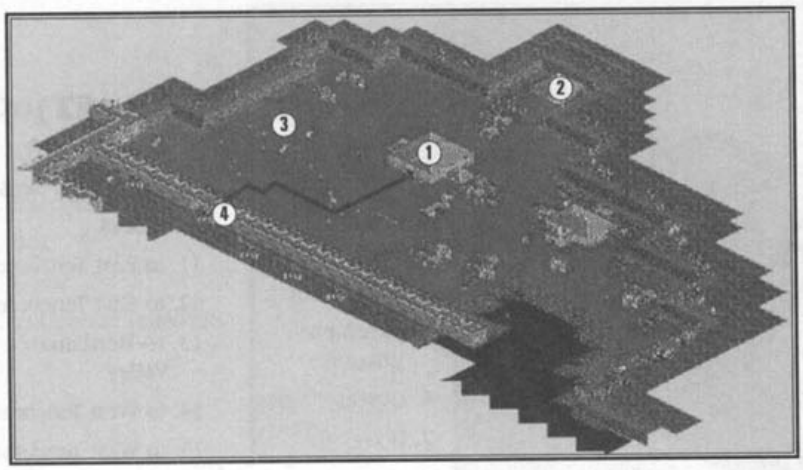
3. Key
4. Inner Door/Chest





East Tenebrae (ET)

1. Library
2. Aramina
3. Salkind
4. Rhian
5. Beren
6. Darion
7. to Central Tenebrae
8. to Central Tenebrae
9. to East Road

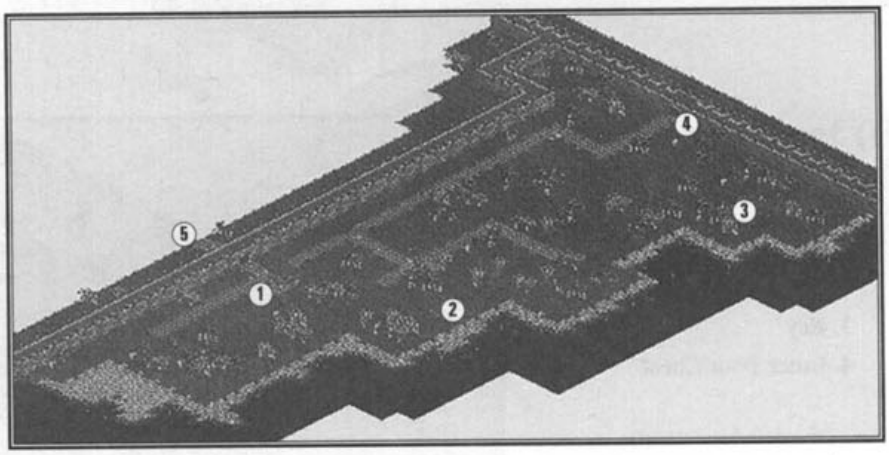


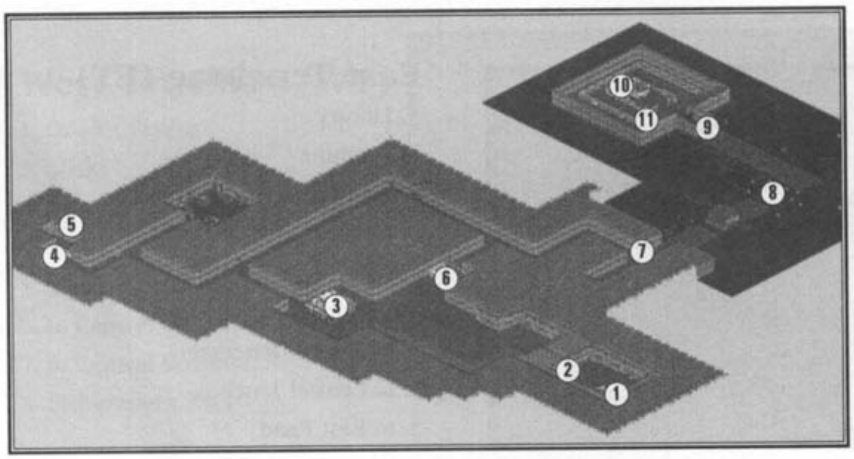
Cemetery (CE)

1. Vividos
2. Building (Ancient Necromancers)
3. Kilandra's daughter's grave
4. East Road

East Road (ER)

1. Guard
2. Slayer Quest
3. Executioner's Hood
4. to Cemetery
5. to East Tenebrae



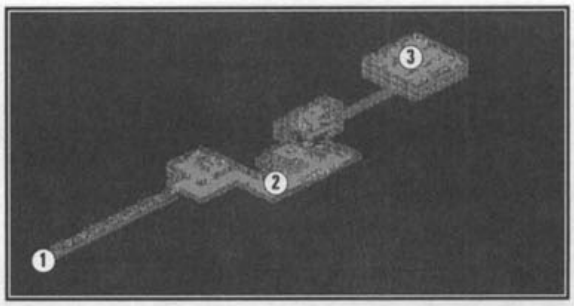


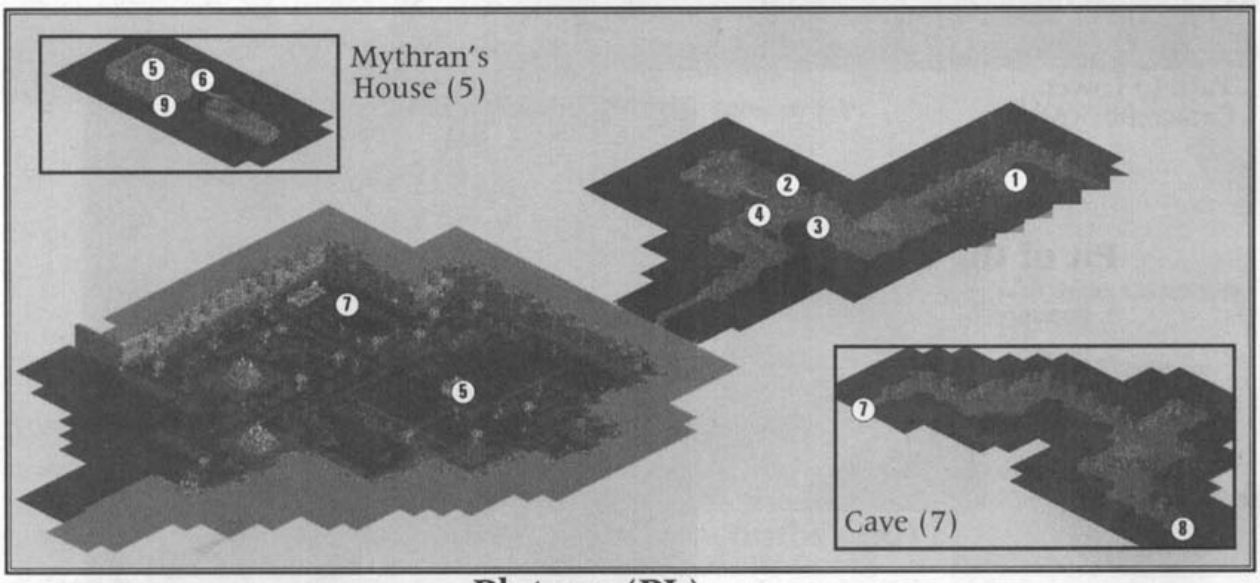
Slayer (SL)

1. Entrance
2. Door
3. Book
4. Door
5. Key
6. Lever
7. Book
8. Stepping Stones
9. Door
10. Magic Item M13
11. Exit to East Road

Ghost Room (GR)

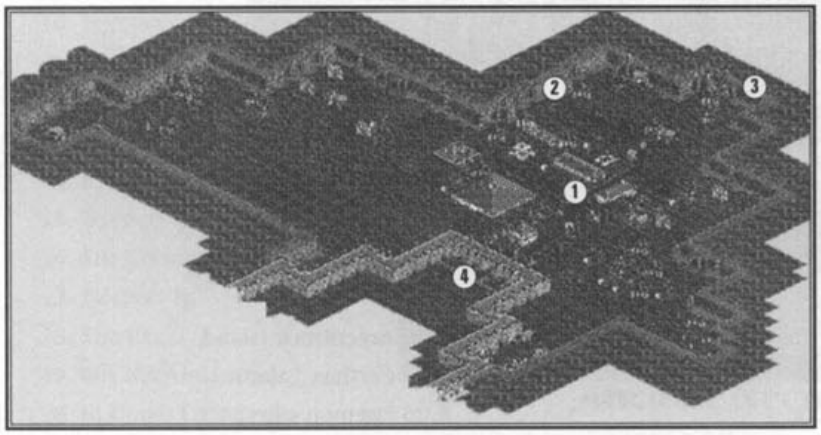
1. Entrance
2. Doors
3. Magic Item M2





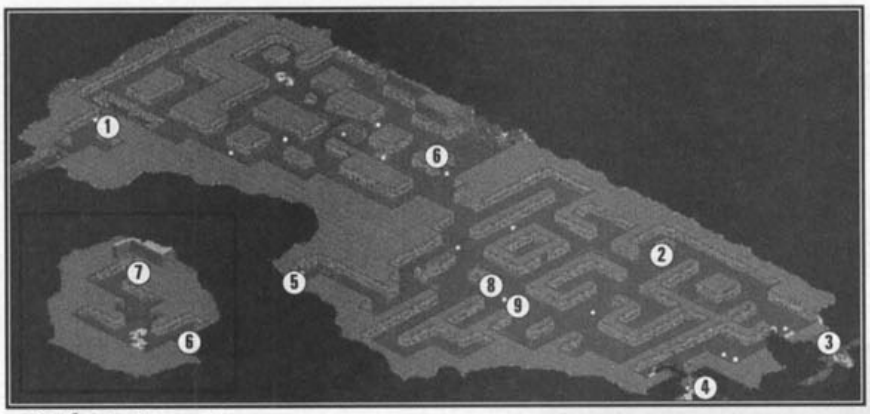
Plateau (PL)

1. Herdsman's Valley
2. Rope Bridge
3. Lever
4. Gate
5. Mythran
6. Recall Pad
7. Cave
8. Magic Item M6
9. Magic Item M9



Herdsman's Valley (HV)

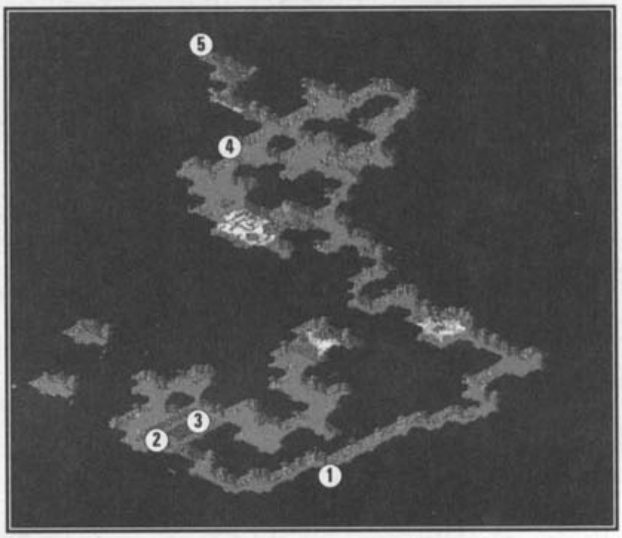
1. Corinth & Gwillim
2. to Plateau Cave
3. to Ghost Room
4. to Central Tenebrae



Upper Catacombs (UC)

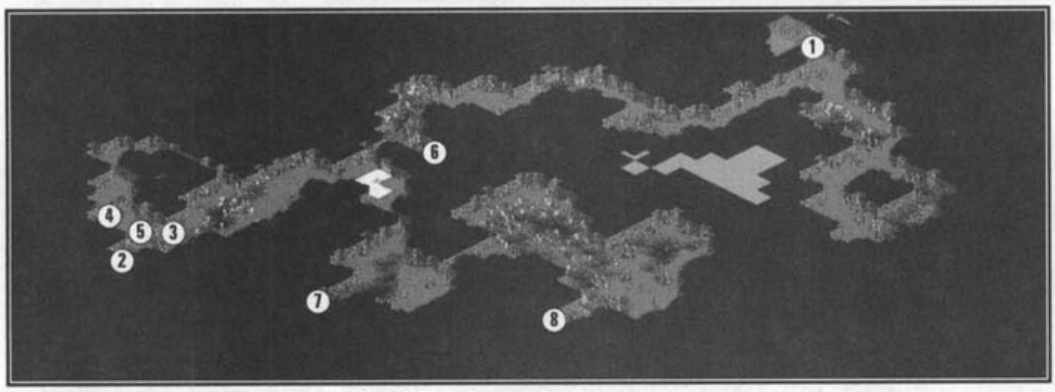
1. Entrance
2. to Ancient Necromancers
3. from Ancient Necromancers
4. to Upper Catacombs II
5. to Lower Catacombs
6. to Zealans
7. to Shrine
8. Receptical for Skull of Quakes
9. Recall Pad

Path to Lower Catacombs (6)



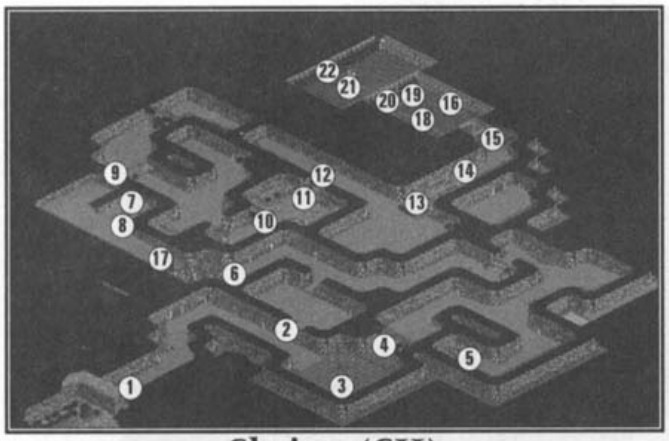
Pit of the Dead (PD)

1. Entrance
2. Door
3. Heart of Earth
4. Key
5. to Lower Catacombs



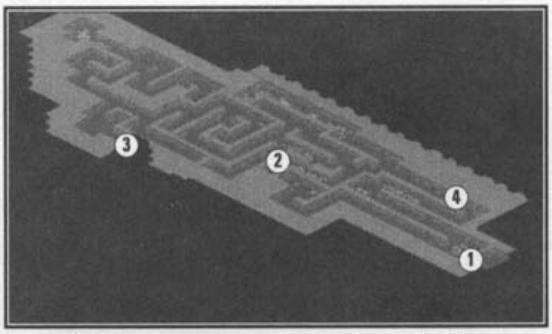
Upper Catacombs II (U2)

1. Entrance (from Upper Catacombs)
2. to Stone Cove
3. Switch
4. Gate
5. Door
6. to Argentrock Island
7. to Carthax Lake
8. to Daemon's Crag



1. Entrance
2. Fence Area
3. Levers
4. Door
5. Skull of Quakes
6. Wall
7. Tombstone
8. Underground Area
9. Archway
10. Platform
11. Room w/ Keys
12. Tripwire
13. Stairwell Puzzle
14. Lightbeams
15. Door
16. Skeleton
17. Shield
18. Altar
19. Zealan Statues
20. Entrance of Khumash-Gor
21. Khumash-Gor
22. Obelisk Tip

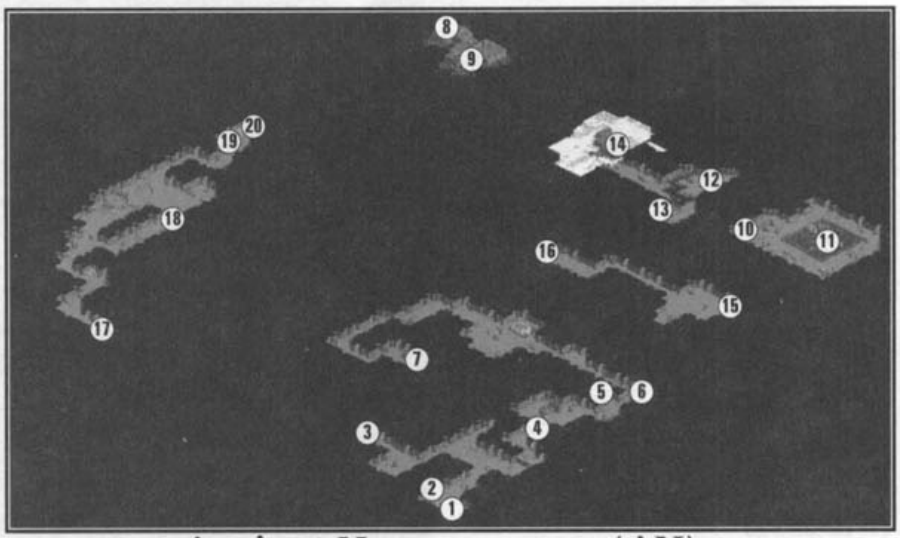
Shrine (SH)



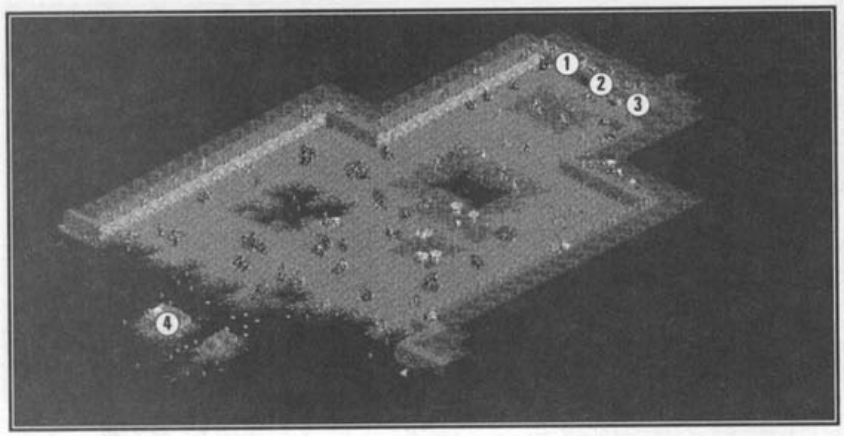
1. to Upper Catacombs
2. Invisible Chest
3. to Pit of the Dead
4. Teleporter

Lower Catacombs (LC)

1. Entrance
2. Reagents
3. 1st Necromancer
4. Daemons
5. 2nd Necromancer
6. Lightning
7. 3rd Necromancer
8. Teleport In
9. 4th Necromancer
10. Teleport In
11. Grass Area
12. Teleport In
13. Magic Item M2
14. Exit
15. Teleport In
16. 5th Necromancer
17. Teleport In
18. Shooter
19. 6th Necromancer
20. to Upper Catacombs



Ancient Necromancers (AN)

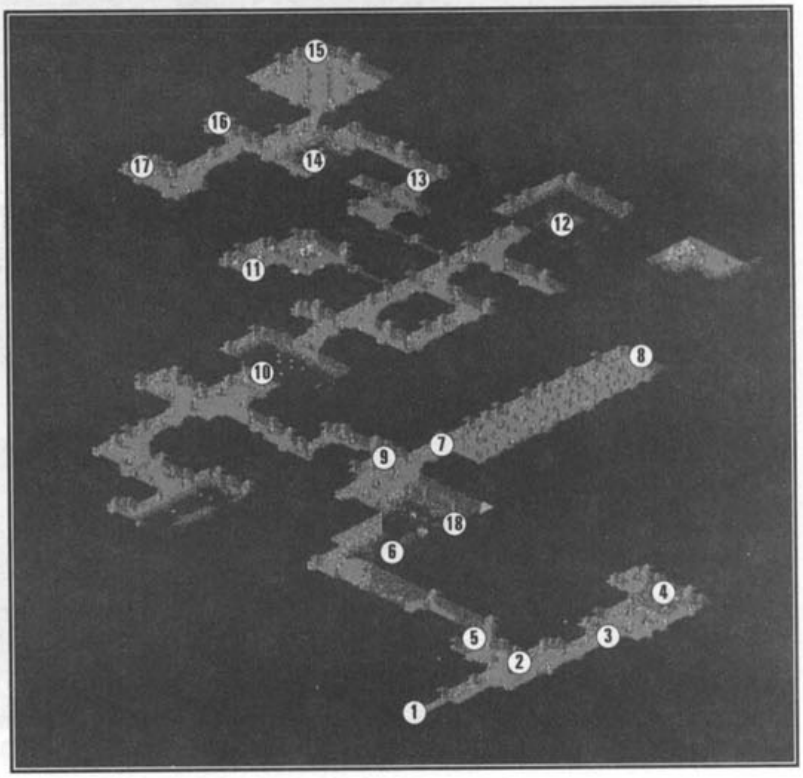


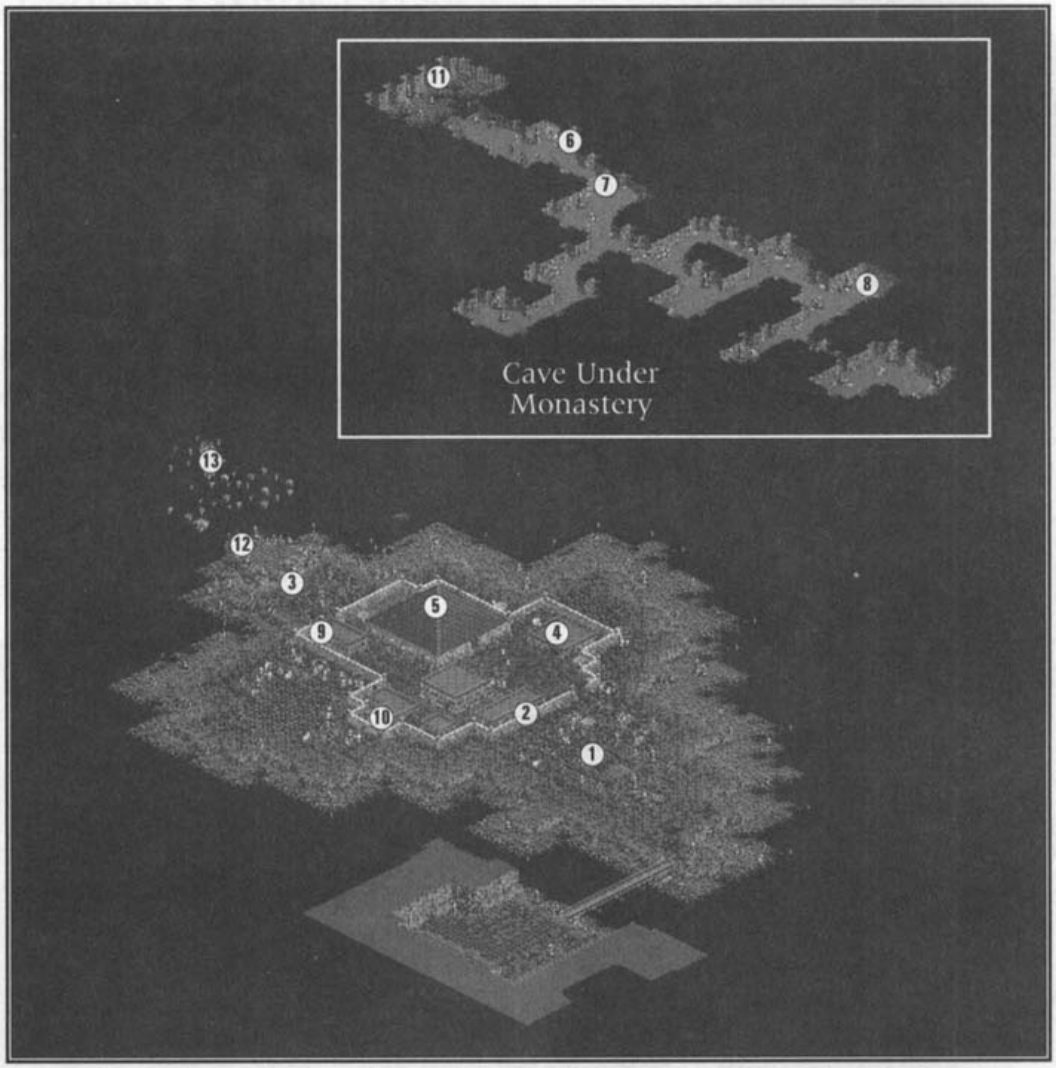
Stone Cove (SC)

1. to Upper Catacombs
2. to Hall of the Mountain King
3. to Pit of the Dead
4. Magic Item M7

Hall of the Mountain King (MK)

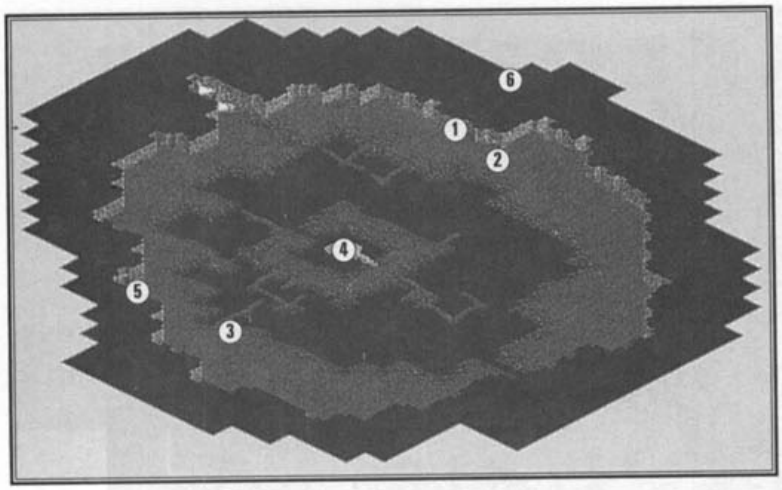
1. Entrance
2. Teleporter Pad
3. Chasm
4. Lever
5. Bridge
6. Floating Platforms
7. Force Fields
8. Chest, Gem of Protection, Key
9. Gate
10. Stepping Stones
11. Chest
12. Teleporter
13. Door
14. Moving Platforms
15. Lithos
16. Teleporter Pad
17. Recall Pad
18. Chest





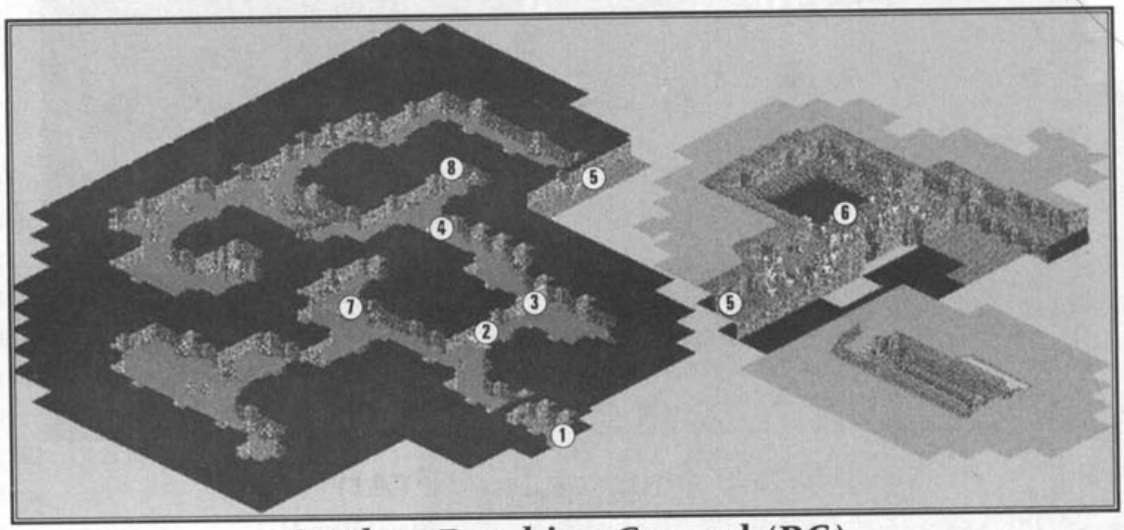
Argentrock Island (AI)

1. Recall Pad
2. Stellos
3. Test of Centerness
4. Xavier
5. Monastery
6. Underground Entrance
7. Door
8. Magic Item M11
9. Torwin
10. Cyrrus
11. Torax
12. Windy Point
13. Stratos



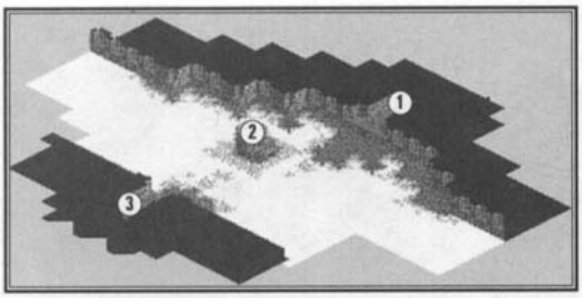
Carthax Lake (CL)

1. Entrance
2. Recall Pad
3. Bridge
4. Hydros
5. to Breaking Ground
6. Upper Catacombs



Carthax Breaking Ground (BG)

1. Entrance
2. Spiked Wall
3. Gate
4. Gate
5. Doorway
6. Grave of Kalen's Beloved
7. Magic Item M3
8. Magic Item M4

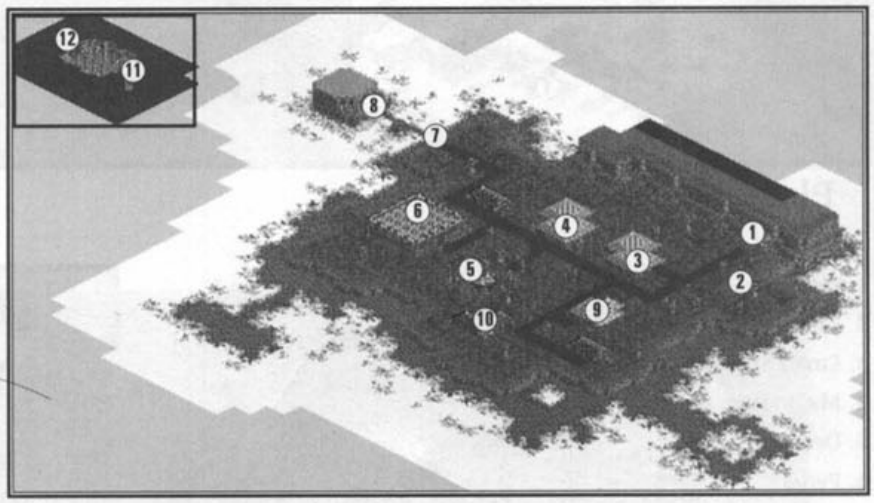


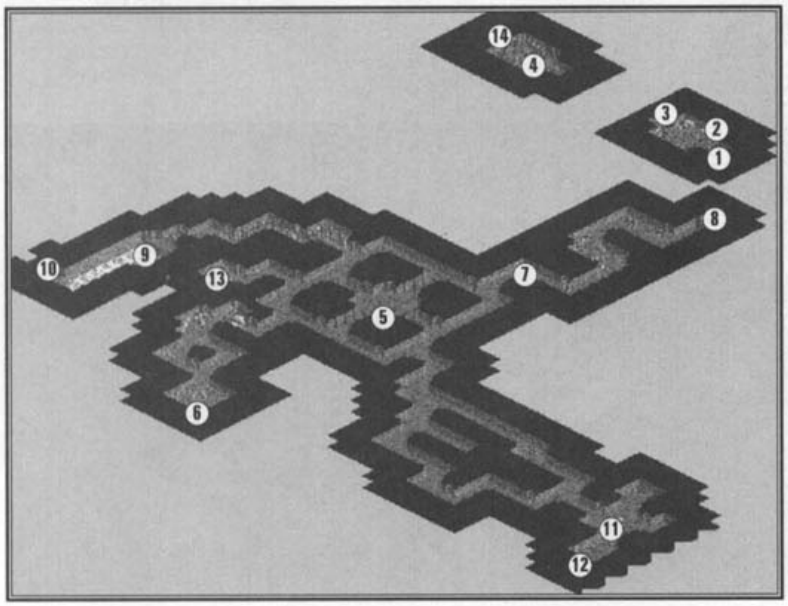
Lava Tunnel (LT)

1. to Upper Catacombs
2. Beren
3. to Daemon's Crag

Daemon's Crag (DC)

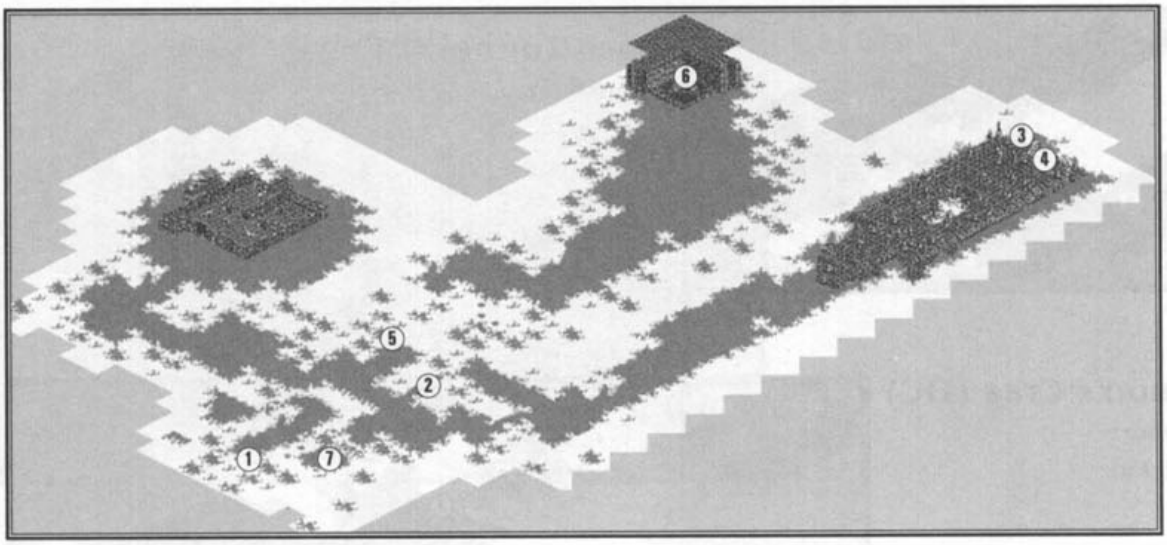
1. Entrance
2. Recall Pad
3. Bane
4. Vardion
5. Great Pentacle
6. Library
7. Bridge
8. Entrance to Obsidian Fortress
9. Beren
10. Gorgrond
11. Malchir
12. to Obsidian Fortress





Obsidian Fortress (OF)

1. Entrance
2. Arcadion
3. Teleporter
4. Malchir
5. Teleporter
6. Symbol
7. Spiked Balls
8. Symbol
9. Lava
10. Symbol
11. Fireballs
12. Symbol
13. Magic Item M14
14. Magic Item M10

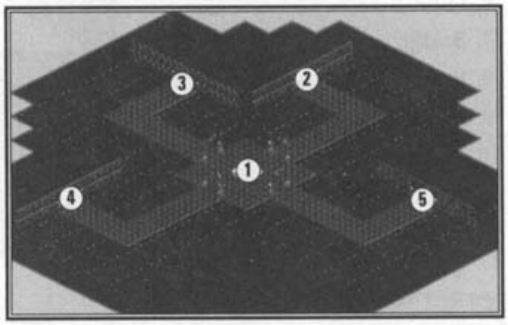


Plane of Fire (PF)

1. Entrance
2. Broken Bridge
3. Small Shrine
4. Magic Item M12
5. Design
6. Pyros
7. Magic Item M5

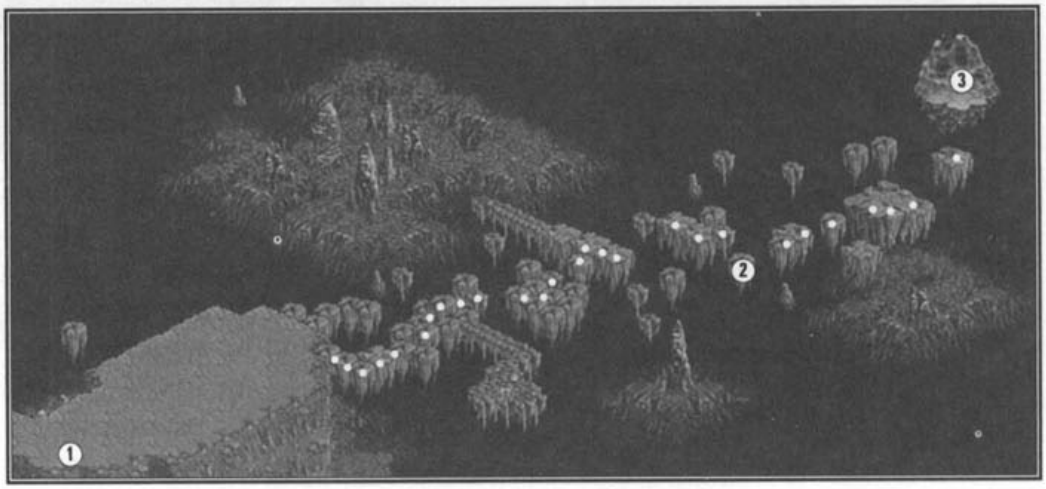
Ethereal Plane (EP)

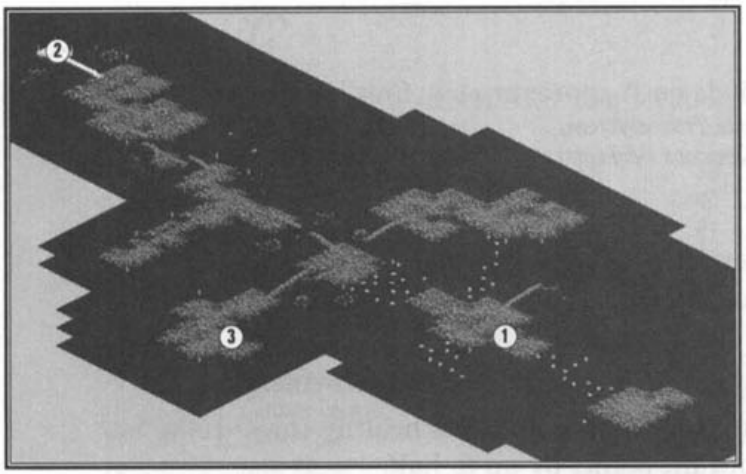
1. Teleport in / Pentagram
2. Plane of Water
3. Plane of Fire
4. Plane of Air
5. Plane of Earth



Plane of Air (PA)

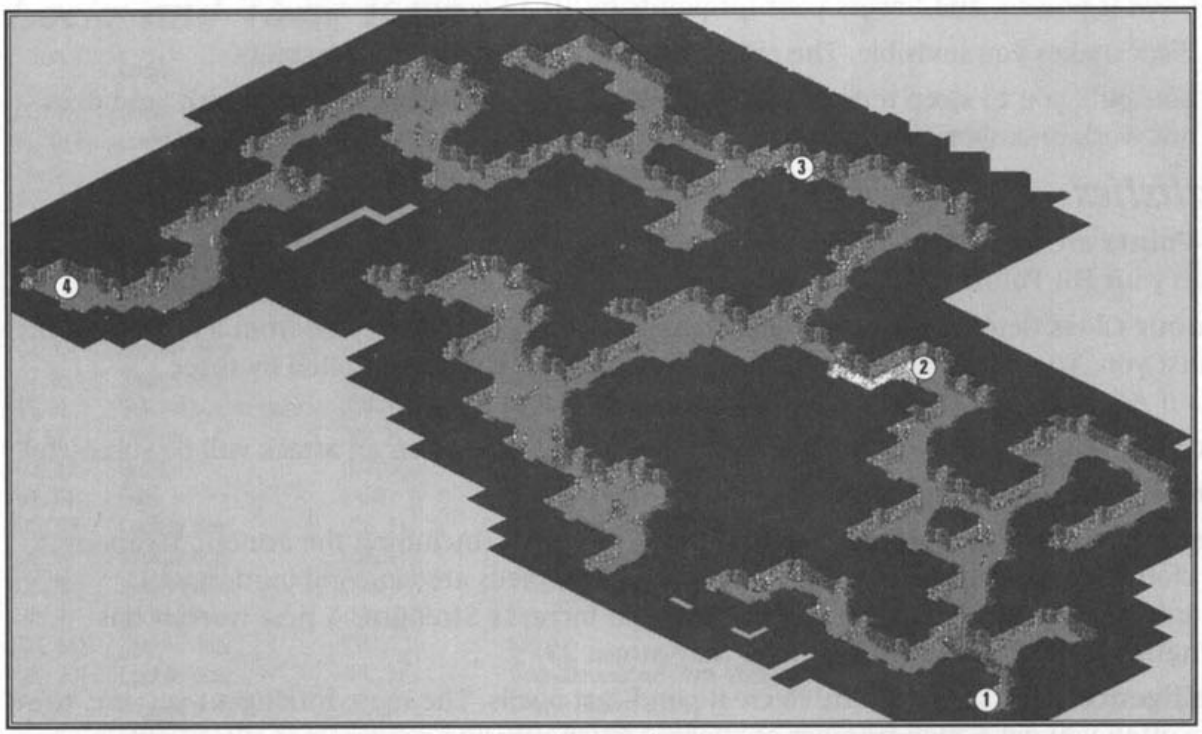
1. Entrance
2. Magic Item M4
3. Stratos





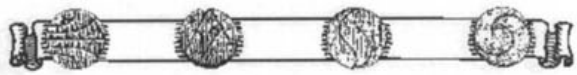
Plane of Water (PW)

1. Entrance
2. Hydros
3. Magic Item M1



Plane of Earth (PE)

1. Entrance
2. Invisible Walkway
3. Platforms
4. Lithos



Useful Lists

Times of Day. There are six time periods each approximately four hours long in Pagan:

Bloodwatch (Mid-dark) *Daytide (From daybreak)* *Lastebb (After mid-light)*
Firstebb (Before daybreak) *Threemoons (Mid-light)* *Eventide (From light's end)*

Food and Potions

Food. People who eat regularly, neither too often nor too rarely, recuperate more quickly than those who do not. Every fourth or fifth meal, if not taken immediately after the previous meal, provides a small burst of increased health.

Potions are common on Pagan, and their effects are related to their colors.

- *Red* completely restores your health, unless you are 100% healthy (have 100% hit points). In that case, it reduces your hit points by up to half.
- *Yellow* increases your hit points by 10-12 points.
- *Orange* increases your mana by 10-12 points.
- *Purple* gives you temporary invulnerability. The effect lasts approximately 60-90 seconds.
- *Green* is poison, and lowers your hit points by 10-12 points.
- *Black* makes you invisible. The effect lasts approximately 60-90 seconds.
- *Blue* puts you to sleep temporarily. It does not restore either mana or health, and does not work on anyone else.

Statistics

Hit Points are a measure of your health. Each time you take **Damage** you lose Hit Points. When your Hit Points reach zero, you die.

Armour Class determines how much Damage is subtracted/deflected from a successful hit against you. The percentage subtracted is your Armour Class multiplied by three (e.g., if AC = 20, then 60% of the Damage is subtracted from a hit).

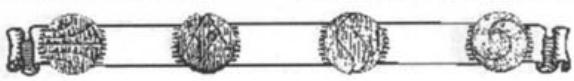
Dexterity is a measure of your agility, and determines how often an attack will be successful.

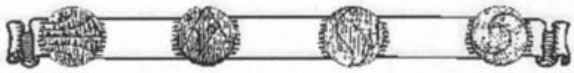
Mana is the unit of magic power.

Strength determines how much **Weight** you can carry (including the armour, weapons and clothes on your body) and how effective your attacks are (in combination with Dexterity). Swinging a weapon is a good way to increase Strength. A new warrior has Strength 15, while a seasoned veteran may attain 25.

Intelligence affects your ability to create and cast spells. The more intelligent you are, the more often you get a high number of charges when creating sorcerous spells — reading a great number of books increases your intelligence.

Maximum Strength.....25
Maximum Dexterity 25
Maximum Intelligence 25
Maximum Hit Points.....50 (2 x Strength)
Maximum Weight 100 (4 x Strength)
Maximum Mana 50 (2 x Intelligence)





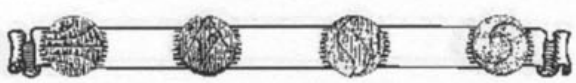
Where Am I?

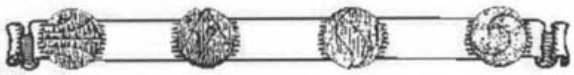
Pressing Ctrl V will bring up a screen with your location — the last number is the map number.

3 DO Docks
4 FR.....Fisherman's Reef
5 ER East Road
6 CE Cemetery
7 HV Herdsman's Valley
8 PL.....The Plateau
12 DC Daemons' Crag
14 OF Obsidian Fortress
15 SL.....Slayer Map
16 CL.....Carthax Lake
21 SC Stone Cove
24 IT Lava Tunnel
25 IT Lava Tunnel (after the water is freed)
26 CL.....Carthax Lake (after the water is freed)
28 BG Breaking Ground
31 MK.....Hall of the Mountain King
37 AI Argentrock Isle
39 WT.....West Tenebrae
40 CT Central Tenebrae
41 ET.....East Tenebrae
43 EP Ethereal Plane (End Game)
44 PF.....Plane of Fire
45 PW.....Plane of Water
46 PA Plane of Air
47 PE Plane of Earth
49 U2 Upper Catacombs II
50 UC Upper Catacombs
51 LC.....Lower Catacombs
54 SH The Shrine
57 PD Pit of the Dead
62 AN Ancient Necromancers
63 GR Ghost Room

Locks and Their Keys

	Lock	***Key Location***	***Key***
(DO, 4)	Chest	(DO, 3)	Key in box
(SL, 6)	Locked steel door	(SL, 6)	Lever nearby
(SL, 9)	Locked door	(SL, 5)	Key in backpack
(BG, 3)	Gate	(BG, 3)	Switch on left of gate
(MK, 5)	Bridge	(MK, 4)	Lever
(MK, 9)	Locked door	(MK, 8)	Key in chest
(MK, 13)	Locked door	(MK, 11)	Key in chest
(CT, 4)	Inner door	(ET, 2)	Aramina's Key
(CT, 7)	Locked door	(CT, 7)	Switch to left of door
(CT, 8)	Secret door	(PL, 5)	Open Door Scroll from Mythran
(ET, 3)	Salkind's inner door	(ET, 3)	Key under towel, key under spittoon, switch in Salkind's bedroom
(FI, 5)	Design	(PF, 3)	Gray spheres from Shrine go in each glowing square
(U2, 4)	Gate	(U2, 3)	Switch
(U2, 5)	Gate	(AN)	Automatically unlocks after you've spoken to Ancient Necromancers
(UC, 5)	Locked door	(CE, 1)	Key of the Scion, from Vividos
(UC, 6)	Locked door	(CE, 1)	Key of the Scion
(UC, 8)	Hole in wall	(SH, 5)	Skull of Quakes
(SH, 4)	Locked door	(SH, 3)	Key
(SH, 15)	Locked door	(SH, 11)	Key
(SH, 20)	Locked door	(PL, 5)	Open Door Scroll from Mythran
(PD, 2)	Locked door	(PD, 4)	Create Golem or Key
(PD, 3)	Tombstone	(PD, 3)	Open Ground
(GR, 2)	Gate	(CE, 3)	Key from Kilandra's Daughter's Grave
(PL, 4)	Gate	(PL, 2)	First, throw all levers on the far side of the rope bridge without bones in front of them,
		(PL, 3)	then the last lever must be thrown
(SC, 3)	Door	(CE, 1)	Key of the Scion





Armour, Weapons and Perils

I have noticed that wherever adventurers of any kind gather, by the warm red firelight in Orlok's tavern or on the chill stone of the practice arena, gradually the talk turns from daily concerns to the legendary feats of bygone eras. Warriors' exploits are related, discussed and studied both by those who hunger for the fever-pitch of battles and those who are simply driven by insatiable curiosity. In due time, the talk drifts to the greatest of ancient heroes, Bluesword.

It is generally thought that his true name and family were a mystery even in his own time. He was certainly a warrior like no other. His sharp mind could devise tactics against which there were no defense, and his untiring speed and agility made him seem almost inhuman. His greatest strength, however, was that he persuaded or coerced all the greatest magic-crafters on the Great Isle to charm his armour and enspell his weapons. These charmed tools, combined with his preternatural skills, gave him the ability to stand alone against an army, preventing their advance from the first glow of dawn to the last shimmer of twilight, when only the eerie blue glow of his sword edge could be seen weaving and dancing in the first dark. When Bluesword died, his magic armoury vanished. Some say the magic evaporated with his last breath, while others believe that he carried the tools of his trade with him to the far side of The Dark. There are still others who insist that the magic items were simply scattered and hidden. There is no certainty in mortal minds — only fuel for endless hours of talk.

Damage is the harm done to an enemy by a successful attack. Armour or other forms of protection may reduce the damage taken.

Weight (**Wt**) is how heavy the object is. The Weight you can carry equals four times your Strength.

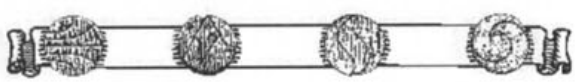
Attack Damage against you is reduced by your armour's **Def**ense. Note that a Fire attack cuts the Defense of your armour in half.

Location tells you where you can purchase or find rare or unique items.

Weapon attributes are either Blade, Blunt, Magic or Fire, or a combination thereof. Edged physical weapons (swords, etc.) do Blade Damage, non-edged physical weapons (mace) do Blunt Damage, magically imbued weapons do Magic Damage, and if the magic is fire-based, they will do Fire Damage. Certain creatures are affected differently by different weapons, as seen in **Denizens and Dangers** (p. 284).

Armour

Location	Item	Def	Wt
Head	Cap, Leather	1	3
	Chain Coif	2	3
	Helm, Crested	3	3
	Helm, Great	4	3
	Helm, Open-faced	2	3
Chest and Groin	Chain Hauberk	3	5
	Breastplate	4	5
	Cuirbolli (Leather)	2	5
	Cloth	1	5
Hands and Arms	Armguards, Leather	1	2
	Armguards, Chain	2	2
	Gauntlets, Plate	3	2
	Gauntlets, Plate Mail	2	2
Legs	Leggings, Plate Mail	2	3
	Leggings, Leather	1	3
Shields	Buckler	1	4
	Round	3	4



Weapons

Weapon	Dam	Wt
Axe	*6-19*	*5*
Dagger	*3-9*	*1*
Hammer	*4-12*	*7*
Mace	*4-14*	*4*
Saber	*5-17*	*6*
Scimitar	*5-16*	*5*
Sword	*5-17*	*3*

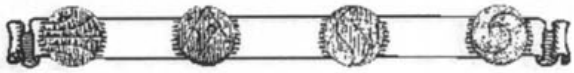
Magic

Armour	Def	Wt	Location(s)
(M1) Helm, Magic	5	1	Obsidian Fortress, Water Realm
(M2) Armour, Magic	6	1	Ancient Necromancers, Obsidian Fortress
(M2) Armour, Magic	5	1	Ghost Room
(M3) Gauntlets, Magic	4	1	Argentrock Isle, Carthax
(M4) Leggings, Magic	4	1	Carthax, Daemon's Crag, Air Realm, Upper Catacombs
(M5) Shield, Magic	5	2	Lower Catacombs, Obsidian Fortress, Fire Realm

Weapon	Dam	Wt	Special Damage; Other Attributes	Location(s)
(M6) Hammer of Strength	1-19	1	Blunt, Magic	Lower Catacombs, Plateau
(M7) Deceiver (Axe)	8-21	1	Blade, Blunt, Magic	Lower Catacombs, Stone Cove
(M8) Scimitar of Khumash-Gor	5-16	1	Blade, Magic; Attack Dex. +1, Undead Dam. x 2	Shrine
(M9) Korghin's Fang (Dagger)	7-13	1	Blade, Magic; Attack Dex. +4, Armour Class +1	Lower Catacombs, Plateau
(M10) Blade of Striking (Sword)	5-17	1	Blade, Magic; Attack Dex. +7	Lower Catacombs, Obsidian Fortress
(M11) Protector (Sword)	5-17	1	Blade, Magic; Defense Dex. +4, AC +5	Lower Catacombs, Argentrock Isle
(M12) Flame Sting (Sword)	5-16	1	Blade, Magic, Fire; adds regular fire damage (5-10 pts.) to each strike, Attack Dex. +1	Obsidian Fortress, Fire Realm
(M13) Slayer (Mace)	4-14	1	Blunt, Magic; 10% chance of lethal blow	Lower Catacombs, Road Treasure
(M14) Daemon Shield	—	1	Prevents any Fire Damage	Obsidian Fortress

Perils

Item	Damage
Chaos Gem	Bursts into Fire Gems
Death Disk	5-20
Electric Gateway	5-10
Exploding Chest	5-20
Fall, 10-Foot	2
Fall, 11-Foot	4
Fall, 12-Foot	8
Fall, 13-Foot	fatal
Fire	5-10
Fire Gem	5-20
Fire Mortar	5-20
Fire Mushroom	5-20
Fire Shooter	5-20
Fire Spout	5-20
Floor Spike	3-5
Force Field	5-10
Lava, Red	1-2
Lightning	100
Oil Flask (Green)	5-20
Oil Flask (Gray)	20-32
Meteor	10-30
Poison	1 (instantaneous)
Spiked Roller	2-5
Stalactite	15



Denizens and Dangers

I can see things none others have ever observed, Traveller, and I tell you now that Pagan is a dangerous place. The servants of Lithos, the ghouls, are driven to destroy all living humans. This you know. But what is secret is that after the victim has lain dead for a while — long enough to cool, but yet be fresh — the slayer's comrades emerge from the crevices of the ground and devour the corpse, from shredded flesh to the last bone shard. I warn you also that newborn kith are without skeletons or armour. They work their small, soft bodies into the tiny cracks of dungeons and catacombs, so that not even rooms that appear to be securely sealed are ever truly safe from their kind.

Hit Points (**HP**) are a measure of the creature's health. Each time it takes **Dam**age it loses Hit Points. When its Hit Points reach zero, it dies.

Armour Class (**AC**) determines how much Damage is subtracted/deflected from a successful hit against the creature. The percentage subtracted is its Armour Class multiplied by three (e.g., AC = 20 -> 60% of the Damage is subtracted from a hit).

Dexterity is a measure of the creature's agility, and determines how often its attack will be successful.

People and Common Creatures

	AC	Dex	Dam	HP
Guard	25	15-25	8-15	35-65
Peasant Adult	10	10-15	2-5	10-20
Peasant Child	5	1	7-14	10-15
Sorcerer	12	12-16	5-10	17-24
Theurgist	12	12-16	5-10	17-24
Kith	20	14-18	12-16	85-105
Mandrill	3	15-23	3-5	18-22
Skellot	0	8-12	1-2	2-7
Spider	0	8-12	1	2-6
Torax	28	8-1	7-14	40-55

Guard. Highly trained, well-equipped and not reluctant to use their bardiches, these soldiers guard the cities and surrounding areas from all possible threats. Generally they won't go out of their way to pick fights with armed opponents, but they gladly fight whenever provoked.

Special Abilities. Highly trained with the bardiche.

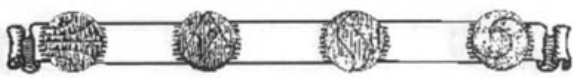
Vulnerabilities. Can be killed with a determined physical attack by a well-armed opponent.

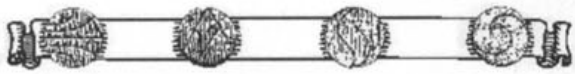
Peasant Adult. Peasants are not generally armed, but that doesn't mean that they are helpless. Beren is quick to answer any call of distress, and ruthlessly disposes of malefactors he deems a threat to the peace and quiet of his jurisdiction.

Special Abilities. Can call upon Beren for aid.

Vulnerabilities. Extremely vulnerable.

Peasant Child. Children are rarely hostile.





Special Abilities. When driven to attack, they gather together in large numbers.

Vulnerabilities. Too young to defend or attack well.

Sorcerer. Sorcerers rarely carry weapons, and are generally too busy to start fights. When threatened, however, they quickly prove that they are more dangerous than the most highly-armed soldier.

Special Abilities. Whatever spells they happen to have prepared.

Vulnerabilities. Can be killed with a physical attack.

Theurgist. Like Sorcerers, Theurgists are too busy to look for trouble ... usually. Occasionally a Theurgist has a bad day, and then nearby travellers should beware his wrath.

Special Abilities. Whatever spells they happen to have prepared. They will often simply teleport away, disdaining violence.

Vulnerabilities. Can be killed with a physical attack.

Kith. Wild kith are quite dangerous when they rear up on their abdomens to strike with their fangs. This attack not only causes great damage, but leaves the victim suffering the effects of their lingering poison.

Special Abilities. Stun resistant, and Blunt weapons only do half-damage.

Vulnerabilities. Can be killed with a physical attack.

Mandrill. Quick and vicious, these small, flying creatures react immediately and violently to any perceived attack upon their territory.

Special Abilities. They hover near their target and bite.

Skellot. These small, crawling creatures are another animal that Pagans have learned to tolerate. Slow-moving and foul-smelling, they find their way into hovels and palaces alike in their single-minded search for food.

Special Abilities. They bite.

Vulnerabilities. Can be squished underfoot.

Spider. Spiders are more of a nuisance than a serious threat to any fighter. Generally using its coloring as camouflage in low-lying plants and grass, spiders are primarily disliked for fouling things such as food supplies and bedrolls.

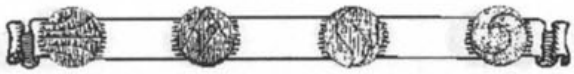
Special Abilities. They bite.

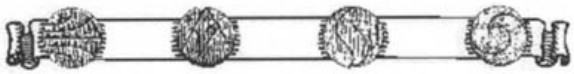
Vulnerabilities. Can be squished underfoot.

Torax. Toraxen are usually docile beasts except when provoked. Their powerful jaws deliver a bite that is their only means of attack, but which can easily cripple or kill. The coarse, thick hide that protects them from predators also proves useful against weapons.

Special Abilities. Use their heads as battering rams. They are stun resistant, and Blunt weapons only do half-damage.

Vulnerabilities. Can be killed with determined physical attacks.





Unusual Creatures

	AC	Dex	Dam	HP
Aerial Servant	0	15-22	6-12	40-60
Changeling	11	12-16	7-10	30-45
Changeling (as Avatar)	15	5-10	7-15	30-45
Daemon	19	14-21	12-18	80-100
Fiery Skull (Ghost)	0	12-15	1-3	2-5
Ghost	16	15-21	0	80-90
Ghoul	15	14-16	6-12	35-50
Golem	18	7-8	15-25	150-175
Invisible Being	5	8-12	4-6	15-25
Minion of the Lurker	30	20-22	1-5	78-83
Seeker	14	17-25	12-16	75-100
Skeleton Warrior	17	15-20	7-13	35-45
Troll	18	7-10	10-28	150-225

Aerial Servant. Aerial servants do the bidding of their Theurgist masters, using their powers to manipulate physical objects to perform their tasks. Although obedient, they are more aware of their fate than most undead and sometimes may struggle to rebel and obstruct. They are much like ghosts in all other respects.

Vulnerabilities. Only harmed by Magic Damage.

Changeling. Mimicking the appearance and skills of their foes, these violent little dopplegangers use their enemies' own strengths against them. When harmed, they can flawlessly disguise themselves as trees or bushes.

Special Abilities. They shapeshift, often taking the form of their opponents.

Vulnerabilities. Also mimic their opponent's or "borrowed" shape's weaknesses. Can be killed with a physical attack.

Daemon. Creatures from another realm, they close in to attack with sharp fiery talons. They are extremely tough and are immune to any damage caused by fire, although they can drown in lava.

Special Abilities. Their touch does Fire Damage. Immune to *Grant Peace*. Immune to Fire Damage. Blunt weapons do half-damage.

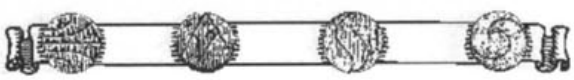
Vulnerabilities. Can be killed with a physical attack.

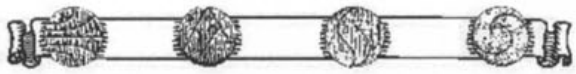
Ghost. These beings are trapped in the vicinity of their deaths, but not restrained by any physical obstacles. It is quite clear that they are immune to direct physical attacks, but spells and magical weapons do damage them. They are violently jealous of those still living, and use their invisibility as a natural defense.

Special Abilities. Their skulls turn into flames and pursue their victims. They cannot be killed with Blunt or Blade Damage, and are immune to magical "instant death" attacks, except *Grant Peace*.

Vulnerabilities. Can be killed by magic weapons, and are vulnerable to magical attacks against the undead.

Ghoul. The ghouls that roam Pagan have lost all memories of their human past. Although dim of sight and thought, their broken nails are sharp as knives and carry deadly pestilence, their wounds mend quickly, and fear is unknown to them.





Special Abilities. They learn from experience what angles of attack work best against you. They are immune to magical "instant death" attacks, except *Grant Peace*.

Vulnerabilities. Kicking them stuns them for a moment. They are susceptible to most magical attacks against the undead, and can be killed with a physical attack or *Grant Peace*.

Golem. Summoned by magic, Golems are powerful forces entirely under the control of their masters. Without either thought or fear, they are a formidable force to behold.

Special Abilities. They are immune to fire damage, resistant to stuns, and Blunt weapons only do half-damage.

Vulnerabilities. Can be killed with a powerful physical attack.

Invisible Being. It is fortunate that the Invisible Ones are so rare, for they are indeed deadly. Entirely invisible except for the occasional glow of their eyes, they react quite violently to intrusion.

Special Abilities. Invisibility.

Vulnerabilities. Eyes sometimes light up, giving away their position. Can be killed with a physical attack.

Minion of the Lurker. These sea creatures were once humans who drowned in the murky waters of the Lurker's realm. Changed beyond recognition, they hold no memories of their lives on land. They sometimes approach the surface of the water, but the light hurts their sensitive eyes and they must soon descend. No one has ever been able to harm a Minion, but they will snatch the bodies of people foolish enough to enter the water, and drag them beneath the surface.

Seeker. These monstrous peculiarities have long been accepted as a natural phenomenon of Pagan, but the truth is that they resulted from early magical experiments, prior even to recorded history. Although they were created for the sole purpose of violence and destruction, their vision is poorer than one might think, and their memory is understandably short. Therefore they spend most of their time lost and confused — until they spot their victims.

Special Abilities. They have a much longer reach than any opponent they may face.

Vulnerabilities. Can be killed with physical attack. Very susceptible to fire.

Skeleton Warrior. These skeletons are swift and warlike. They retain the armour and swords from their mortal years, as well as the memories and skills of how to use them.

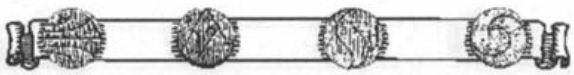
Special Abilities. They will resurrect unless killed by a powerful magic weapon, and are immune to magical "instant death" attacks.

Vulnerabilities. They are susceptible to magical attacks against the undead, and can be killed with a Blade or Blunt Damage, and also *Grant Peace*.

Troll. Denizens of the darker areas of Pagan, these vaguely man-shaped have recently ventured into the villages and populated areas. Ponderous, stupid and huge, their enormous strength gives them a natural talent for carnage. One blow of a club can easily crush an unprotected skull.

Special Abilities. They are stun resistant, and blunt weapons do half-damage.

Vulnerabilities. You can lure them repeatedly through a fire until they burn to death. Can be killed with a physical attack. Blunt weapons do half-damage.



Magic

It is generally understood that Stellos is the wisest of the Theurgists. His age counts decades as mortal men count years, and he treats knowledge and learning as a bottomless well to an unquenchable thirst. His powers are unmatched. It is said that Stellos is the wisest of them all, yet Stellos, alone of mortals, remembers Boreas.

Boreas was more than a healer of wounds and ills. Pagan seemed to gleam during her lifetime, cleaner for her touch. She was loved by most, respected by all, and particularly beloved to Stellos. When she drew near death, she forbade her friend to extend her life. She was old, she said, and her lifetime was complete. Stellos left her side, unable to watch her leave his world. He has never mentioned her since that day — neither from bitterness nor a hardened heart, but from a buried grief that still burns raw for Boreas, wisest of the Theurgists.

Necromancy

Necromancers are servants of Lithos, and are skilled at manipulating the energy left behind when life departs its physical shell — energy emitted as etheric waves. In preparing to control this magic, the necromancer keeps reagents nearby. These are natural materials, consumed entirely by the process. Each spell is only good for one casting per preparation.

To create a Necromantic spell

1) Put the appropriate reagents in a pouch.

2) Close the pouch.

3) Use the Key of the Caretaker on the pouch.

The spell is then "readied," and may be used at any time.

Note. Casting, not creating, the spell is when mana is consumed.

Reagents Each individual reagent weighs 1/10th apiece.



Blackmoor (BK). Power — this is an odd mixture of the element of Earth and the mysterious Blackrock.

Main Locations. Cemetery, Ancient Necromancers, Stone Cove



Blood(BD). Movement/Animation — the essence of life, reft from the body, serves as a reminder of mortality.

Main Locations. Cemetery, Ancient Necromancers, Stone Cove



Bone(BN). Summoning/Communication — the source of blood is also the source of will, remembering the life it once embraced.

Main Locations. Cemetery, Ancient Necromancers, Stone Cove



Dirt (DR). Protection — the plant grows from the womb of the land, its roots deeply embedded in the safety of the soil.

Main Locations. Cemetery, Ancient Necromancers, Stone Cove

Executioner's Hood (EH). Death — this fungus is black in hue, dark in purpose and shaped like the head-covering of its namesake.

Main Locations. East Road, Stone Cove

Wood (WD). Preservation/Binding — almost ageless, a time-aided tree can be stronger than the hardest rock.

Main Locations. Fisherman's Reef, Ancient Necromancers, Stone Cove

Spells

Each spell item weighs 1.

Call Quake (Kal Vas Ylem Por). Causes the ground to roil and pitch, confusing and injuring your enemies.

Mana 5 *Reagents* BN, WD, DR, BK

Create Golem (In Ort Ylem Xen). Summons a golem from any dirt terrain. You may tell it to assist you in one endeavor. It will try to destroy you if you attack it; otherwise it will wander off peacefully once its assignment is completed.

Mana 3 *Reagents* BD, BN, WD, DR, BK

Death Speak (Kal Wis Corp). You may speak to only those who have been buried with full necromantic rites. The process of *Death Speak* is too agonizing for those who were not interred correctly to be coherent. The spell lasts for one conversation.

Mana 1 *Reagents* BD, BN

Grant Peace (In Vas Corp). Banishes the magic that animates an undead creature you designate, sending it to its eternal rest.

Mana 5 *Reagents* EH, BK

Mask of Death (Quas Corp). You enter a trance, for about a minute, which closely simulates death.

Mana 1 *Reagents* WD, EH,

Open Ground (Des Por Ylem). Opens weakened areas of ground or walls.

Mana 3 *Reagents* BD, BK

Rock Flesh (Rel Sanct Ylem). Your body becomes nearly invulnerable to damage for a minute or two. (The end is signaled by a sound effect.) Other than invulnerability, your abilities do not change. Damage which consumes you, such as water or lava, will still be lethal.

Mana 2 *Reagents* WD, DR

Summon Dead (Kal Corp Xen). Summons a skeleton warrior to assist you against a certain foe. It is wisest to leave the combat after you tell it who or what its target is, otherwise it may attack you next.

Mana 2 *Reagents* BD, BN, WD

Withstand Death (Vas An Corp). After casting this spell on yourself, you will resurrect with full health the next time you should perish. This spell will only work on the caster.

Mana 4 *Reagents* WD, DR, BK

Theurgy

Purity is the goal for Theurgists. Although they begin their studies using small tokens to serve as foci for their thoughts, as these monks gain skill over many years, they no longer need the artificial help of any physical items. Once the token is charged, the spell can be cast innumerable times, limited only by the amount of the caster's mana.

To create a Theurgistic spell

1) Get the silver ore from the caves beneath Argentrock Isle.
2) Take the ore to Korick the Smith and have him forge the tokens.
3) Place the tokens, one at a time, on the Altar of Focus on Argentrock Isle.

The tokens are now charged foci and may be used at any time, as often as desired.
Note. Mana is used when you cast the spell.

Spells

Each focus weighs 1.

Aerial Servant (Kal Ort Xen). A being appears to accept one command to bring you something that is not obstructed by a solid object, or to move an item that is on the other side of a wall or closed door. It cannot move fixed objects such as trees or walls. It can open doors, throw levers, open dangerous chests and so forth.
Mana 5 *Focus* Arm Band

Air Walk (Vas Hur Por). The Theurgist doubles his jumping ability for about a minute. This is cast the first time without a focus, when the Theurgist makes the leap to Windy Point to speak with Stratos.
Mana 15 *Focus* Wings

Divination (In Wis). This invocation reveals the Theurgist's location, time of day, day of the week and current month.
Mana 3 *Focus* Sextant

Fade from Sight (Quas An Lor). As the name of this invocation states, the Theurgist becomes completely invisible to the sight of nearly all mortal beings for two or three minutes. The less intelligence you have, the shorter the duration.
Mana 5 *Focus* Closed Eye

Healing Touch (In Mani). This is a healing spell, curing 8 to 16 points of minor wounds in yourself and others.
Mana 5 *Focus* Pointing Hand

Hear Truth (An Quas Lor). For two minutes, this invocation reveals the truth to any lie spoken intentionally to the Theurgist, as if the Air, itself were unraveling the thread of the message.
Mana 3 *Focus* Chain

Intervention (In Sanct An Jux). This calls into existence an enveloping wall of Air that blocks damaging forces (including spells) except lava or water, for two or three minutes. The more intelligence you have, the longer it lasts.
Mana 15 *Focus* Fist

Restoration (Vas In Mani). This restores a living recipient to full health, eliminating wounds, maiming or disease. Best used on self.
Mana 15 *Focus* Open Hand

Reveal (Ort Lor). This releases a wave of energy that dispels invisibility from objects within the Theurgist's vicinity.
Mana 5 *Focus* Open Eye

Sorcery

Sorcery is the study of otherworldly powers and beings that may be called upon for destructive purposes. Sorcerers function in Cabals — one Master with four Acolytes. They walk a razor's edge: the Acolytes' power adds to that of the Master, but when an Acolyte becomes powerful enough, the master faces challenge or assassination. Most Masters take care of those who become a threat before true danger actually manifests. Many is the Acolyte who has become an offering to the powers involved in Sorcery

Touch the token to determine the number of charges it holds. Although the number of charges it takes is largely chance, the caster's intelligence also affects spellcasting.

To create a Sorcerous spell

○ Red Candle

1) Place spell's focus at the center of the pentagram. The foci (wand, rod, etc.) have to be as near the center of the pentagram as possible.

2) Place candles (black or red, as indicated) at each point around the circle. Candles must be placed on the holders (centered) and be lit. Each spell has different places for black and red candles.

● Black Candle

3) Place the indicated reagents inside the point of the star, near the candles. The reagents must be as close to their respective candles as possible; in some cases you can place them on top of the candles.



4) Stand outside the pentagram and double-click on it. The reagents disappear after the focus is enchanted, but the candles remain and can be reused.

The focus is now charged and can be used to cast the spell at any time.

If any of the above criteria are not met then you will not be able to create the spell. If there is something wrong, there be will a brief message. If you kneel down but the spell doesn't work, then the candles are correct — the problem is either in the reagents' placement or you are not using the appropriate focus.

Reagents

Each reagent weighs 1/10th. All reagents may be found in the library in Daemon's Crag.



Brimstone (BR). Power — this is the rock that burns or, more to the point in Sorcery, explodes. A virtually limitless source of power dwells within its etheric composition.



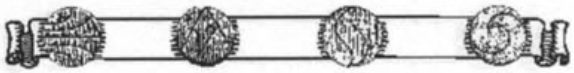
Daemon Bone (DM). Summoning/Binding — having taken a hint from the Necromancers, the Cabal found that Bone does, indeed, retain its tie to life. It is even useful in the ritual of binding when enough power is at hand. Daemonic forces are summoned and controlled by use of this reagent.



Obsidian (OB). Duration — while seeming to be a fragile, easily broken substance, it endures the heat of the volcano.



Pig Iron (PI). Protection — iron's hard yet versatile nature works in protective Sorcery as no other reagent can.





Pumice (PM). Distance — this rock, cast highest and farthest from the volcano, retains the etheric impetus built up in the flight.



Volcanic Ash (VA). Flame — the refuse of the volcano has the property of creating the initial spark of fire.

Foci

Each focus weighs 1, regardless of quantity.

 Symbol *

 Staff (only one, with Malchir)

 Daemon Talisman

 Wand

 Rod

* As it is not the most stable focus, the Sorcerer's symbol of the pentagram can only retain one charge (except for *Extinguish* and *Ignite*).

Spells

...harges of

... and *Ignite*.)



...Vas Sanct Flam). This spell bathes the Sorcerer in a corona of magical flames that ward off all other fires of magical nature, such as Flame Bolt, Explosion and Conflagration. It lasts 1 to 3 minutes; the more intelligence you have, the longer it lasts.

Mana 12-15 *Reagents* VA, BR, OB

Foci Rod, Staff or Symbol



Banish Daemon (An Flam Corp Xen). As the name so plainly states, this spell will usually return a daemon to its home in the fire of the volcano. Unfortunately, even the most skilled Sorcerers have been known to attempt an unsuccessful banishment, which only draws the daemon's attention to the Sorcerer.

Mana 18-23 *Reagents* VA, DM, PI

Foci Daemon Talisman or Symbol

Conflagration (Kal Vas Flam Corp Xen). This is the most powerful ritual that the Sorcerer's Cabal has revealed. If any greater exists, only they know about it. By use of this spell, a malicious force of fire manifests near the caster for about 20 seconds, where it then commences to wreak savage destruction on all things nearby.

Mana 22-27 *Reagents* VA, BR, DM, PI, PM, OB

Foci Daemon Talisman or Symbol

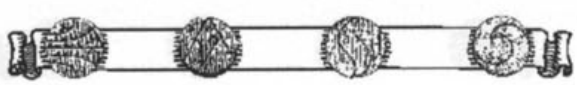


Create Fire (In Flam Ylem). At the casting of this spell, a fire erupts around the target. Those who are foolish enough to remain in the blaze continue to suffer damage (1-3 points every few seconds) until they step out of the flames. It lasts 2 or 3 minutes; the more intelligence you have, the longer it lasts.

Mana 14-17 *Reagents* VA, OB, PM

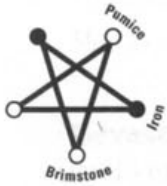
Foci Staff or Symbol







Endure Heat (Sanct Flam). This spell creates a glowing field that allows the Sorcerer to touch any non-magical flame and remain unhurt. With this spell, a Sorcerer can even endure the heat of lava if it is solid enough to walk upon. It lasts 2 or 3 minutes; the more intelligence you have, the longer it lasts.
Mana 8-10 *Reagents* PI, OB
Foci Rod, Staff or Symbol



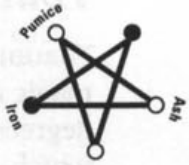
Explosion (Vas Ort Flam). This is much like *Flame Bolt*, but with considerably larger and more devastating effects (12-24 points in an area about two paces square).
Mana 16-19 *Reagents* VA, BR, PI, PM
Foci Staff or Symbol



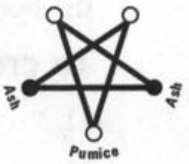
Extinguish (An Flam). This spell douses candle-flame.
Mana 4-5 *Reagents* PM
Foci Symbol, Wand, Rod or Staff



Fire Shield (In Flam An Por). With this spell, flames burst into existence and encircle the Sorcerer. No tangible creature except a daemon can pass through this barrier of fire, not even the Sorcerer. Anyone foolish enough to try is thrown back and burned in the bargain. It lasts 2 or 3 minutes; the more intelligence you have, the longer it lasts.
Mana 10-12 *Reagents* VA, PI, OB
Foci Rod, Staff or Symbol



Flame Bolt (In Ort Flam). This spell shoots a bolt of fire from the caster, severely burning the unlucky target of the Sorcerer's ire with 4 to 12 points of damage.
Mana 8-10 *Reagents* VA, PI, PM
Foci Wand, Rod, Staff or Symbol



Flash (Flam Por). This spell is used to move from one place to any other place within sight, without actually traversing the intervening space; only solid objects can obstruct the transportation.
Mana 6-8 *Reagents* VA, PM
Foci Wand, Rod, Staff or Symbol



Ignite (In Flam). This spell lights candles for use in sorcery.
Mana 3-4 *Reagents* VA, PM
Foci Symbol, Wand, Rod or Staff



Summon Daemon (Kal Flam Corp Xen). This ritual of binding summons a "common" daemon to attack one creature of the Sorcerer's choice. The dangerous nature of this spell lies in the fact that if no victim is specified as soon as the creature appears, the daemon will attack the Sorcerer. After accomplishing its task, the daemon will be "loose" unless banished.
Mana 18-23 *Reagents* VA, DM, OB, PM
Foci Daemon Talisman or Symbol

Tempestry

Tempestry is an inherited covenant with Hydros, Titan of Water. It is impossible to "acquire" these powers; one is born with them. It gives the Tempest the power to control the water and storms, clouds and lightning. Only true Tempests can wield this magic, and they need no material components.

Thaumaturgy

Thaumaturgy is a relatively rare form of magic on Pagan. It results from the study of all magic and therefore touches on all of the powers the others possess, to greater or lesser degrees. Due to the extremely rare and costly nature of certain of the reagents, some of which do not seem to exist any longer on Pagan, if they ever did, it is a discipline that creates more curiosity than it provides answers.

Only Mythran sells either the spellbooks or the reagents, and there is no other source for the books.

To create a Thaumaturgic spell

1) Put the spellbook in a pouch.
2) Put the reagents in the pouch.
3) Use the book.

The spell is then ready and can be cast by using the book.

Reagents

Each reagent weighs 1, regardless of quantity.

A book can only be charged with one type of spell.



Eye of Newt (EN) (25 obsidian coins). Sight/Knowledge — this aids a mage in focusing the inner eye within the mind.



Bat Wing (BW) (25 obsidian coins). Life/Creatures — the flesh, bone and blood found in this structure serve as an excellent lodestone to the essence of life.



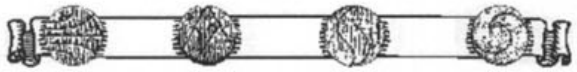
Serpent Scale (SC) (25 obsidian coins). Destruction/Separation — the poison in the mouth of this beast seeps into the flesh and corrupts the scales, giving them the magical ability to act as a destructor of bonds.



Dragon Blood (DB)(40 obsidian coins). Great Power — so powerful is this creature that the blood burns as if aflame. Precise measurements of this are wise, for too much and the magic goes dangerously awry.

Thaumaturgic Spells also use

Obsidian (OB)	Brimstone (BR)	Pumice (PM)
Bone (BN)	Volcanic Ash (VA)	Pig Iron (PI)
Executioner's Hood (EH)	Blackmoor (BK)	Dirt (DR)



Spells

Mana is expended when a book is charged with a spell, not when the spell is actively cast. Cost listed is the price Mythran charges for a spellbook.

Call Destruction (Kal Vas Grav Por) (150 obsidian coins). This spell causes bolts of lightning and lethal explosions to cascade around the Thaumaturge, unerringly striking any foes.

Mana 3 *Reagents* SC, DB, VA, PI, EH

Confusion Blast (In Quas Wis) (50 obsidian coins). This causes a release of etheric energies, inflicting no real physical damage, but causing all combatants near the Thaumaturge to completely forget the present combat until an outside force renews combat.

Mana 3 *Reagents* EN, BW, SC, OB, BR

Devastation (In Vas Ort Corp) (1000 obsidian coins). This spell, first formulated by what could only have been an insane mage, is designed to disrupt the very fabric of life throughout the world. All creatures and beings face instant eradication. As far as can be told, there has never been a successful casting of this spell.

Mana 3 *Reagents* BW, SC, DB, PI, EH, BK, BR

Ethereal Travel (250 obsidian coins). Takes caster to the Ethereal Plane. Place the Blackrock fragments in a circle around the caster, then use the obelisk tip.

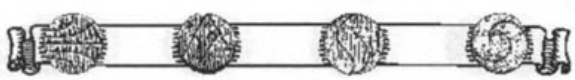
Mana 3 *Reagents* All five pieces of Blackrock

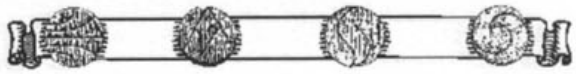
Meteor Shower (Kal Des Flam Ylem) (100 obsidian coins). A fiery downpour of molten rocks cascade upon enemies and allies. The caster alone remains untouched.

Mana 3 *Reagents* VA, DR, SC, BR, BK

Summon Creature (Kal Xen) (100 obsidian coins). This highly variable spell magically calls the nearest formidable creature (troll, kith, daemon, etc.) to the Thaumaturge's defense.

Mana 3 *Reagents* BW, PM, OB, BN





Tips

General Advice

- SNSO = Save Now, Save Often
- Never drop your bedroll, the Key of the Scion, the Key of the Caretaker, the Recall Item or any Blackrock items.
- Always activate nearby Recall Pads by walking near or on them.
- Kill ghouls to raise strength and dexterity. Later take on kith, as well.
- You can move dead ghouls.
- When waiting for someone, leave and sleep. A person won't come if you sleep nearby.
- The maximum armour class is 29.

Money and Items

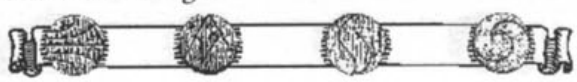
- Skeletons will have different things in their inventory each time you kill them.
- Use restorative potions as you find them. They are heavy and sleep is more useful.
- Use bags to organize your things.
- Stacked reagents take up less room than the spells you could make with them.
- Use a keyring (CT, 2, or the ring in *The Silver Seed*), then you don't have to carry the extra weight of lots of keys or remember which is which.
- Don't steal valuable things (coins, armour, weapons, etc.) when people are around.
- Inside a broken-down wooden house in West Tenebrae, you can move the wood and debris, and jump into a lower room. You can find 67 coins there. Get out again by standing on the pile of wood and climbing out.
- You only need money at Mythran's. You can leave your money at his house so that you don't have to carry the extra weight.
- Changelings and ghosts drop money and items when they die.

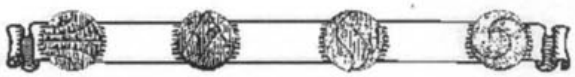
Dangerous or Interesting Places

- There is a room in the Lower Catacombs that contains most magical items and other useful things. Stand in front of the recess (LC, 4), facing north. Then jump forward and upwards. The teleporter is invisible and high enough that you can walk under it without triggering it.
- When entering Mythran's house, if you run through the entryway without hesitation, you'll be safe.
- When crossing Rolling Spheres, leap them slightly to the side, not directly over them.
- In places where there are red mushrooms, don't walk behind things — there may be mushrooms that you can't see.
- Beware of small dark rings on cavern and catacomb floors. They are spikes.
- Beware of walking near puddles in the catacombs. The floor is weak.
- If you hear lava sounds where you don't see lava, walk near the wall.

Magic

- Don't have daemon bone near a pentagram when casting — it might summon one.
- You can use Endure Heat to cross red lava. Yellow lava is too liquid to cross.
- Cast Extinguish on self to put out all flames.
- Five kinds of magic scrolls are scattered about, especially in Tenebrae: *Trap Detection*, *Secret Door*, *Trap Destruction*, *Healing* and *Invisibility*.





Words from Remvatos (Hints)

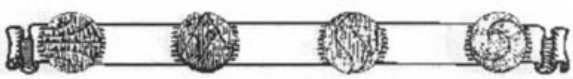
Tenebrae

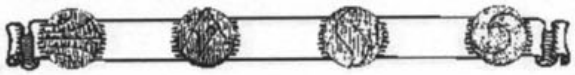
I waken at your wish. I see you are a troubled and uncertain traveller in my home-realm. The eyes of Remvatos are all-seeing, and it is clear that this world is confusing to anyone new to its shores. The verdant, troubled island of Pagan is inhabited by a wide range of people, from narrow-minded to quietly heroic. Though I have spent much time in the darkness, the natures of this new generation are instantly revealed to me, as true as if they were written in gilt-bound volumes. Some are petty, some seem grander than they have right to claim, while others strive to overcome the myriad obstacles fate has arranged for them. ***Devon*** *can be a valuable ally, recently grieved by the many executions near what was once his peaceful beach haven. His friend* ***Bentic****, the scholar, has read enough books to fill a dozen libraries, and has consequently grown very wise. Indeed, while all the opinions of citizens of Tenebrae are worth hearing, Bentic's advice is best followed, even when the way is dangerous and difficult. There are tales, too, which a traveller seeking after adventure might heed. Orlok may have time to tell you a tale or two, and some townspeople may know more than he does, if prompted.*

If adventure is what you seek, there is more than enough to be had outside the walls of Tenebrae. ***Vividos*** *the Necromancer is in need of aid, and seeks a bold ally as well as an apprentice. The village-folk are wary of the Necromantic ways, but Vividos is an honest man.* ***Aramina*** *knows things that could help him, but she is too timid of nature to be of much use on her own.* ***Mordea*** *is dangerous and hinders or destroys anyone whose power might threaten her — and hides her secrets in the Great Palace, behind locked doors and under darkness.* ***Lothian*** *clings to life in a world on the brink of change, and although she struggles to live until the proper rituals are possible, her grip is weakening. A storm of a new age gathers*

Change in Rule

You have summoned me, and I answer. During my slumber, the good fisher has been imprisoned by his foes, and his truest friend has been taken from him. I can feel that the forces of darkness are so prevalent that the loss of one bright aura of good is keenly felt, like a cold mist over the land. The loss of ***Devon*** *would be as chilling as a winter deluge — his need of help is pressing.* ***Salkind*** *is an important part of Mordea's power, and keeps her oldest secret sealed behind a wall in the deepest part of the Great Palace. Yet even the strongest walls can be breached, as* ***Mythran*** *knows well. Moreover, he knows the value of the shield he keeps, though he may withhold this fact. Secrets only grow in power the longer they are kept. Mordea's secrets should not be confined to the darkness, but should be announced to the people as bold truth. The storm will begin*





Lithos

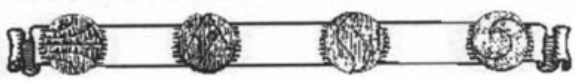
A short while only, and my eyes light again upon the world. It is pleasant to see your path has opened before you — though it may be dark and arduous. ***Vividos*** *always proves most helpful to those who assist him, and his apprentice will have access to items, spells and information invaluable to the adventurer. He can point you to the home of* ***Lithos*** *— and to become apprentice to Lithos is to gain undeniably useful knowledge, powers and items.* ***Lothian's*** *remains must be sent to the titan of Earth before her soul can truly rest, and in these times the peace of the dead is a hallowed privilege. Hallowed and rare.*

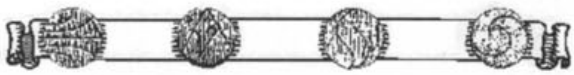
Zealans

This time you did not summon me, but I use the trace of our link to touch your mind, and I hope your spirit heeds me. My father, ***Apathas****, deep within the lair of the oppressor Titan of Earth, has felt a presence through the living surface and rocky ground. I believe it must be you. Descend beyond all previous levels to where the true rulers of Pagan stand captive and immobile. Heed my father's words, and those of his mighty equals. If all goes well, they will reveal a destiny undreamed by mortals.*

Stratos

Traveller! I see that the storms of change are but as wind at your back! Indeed, ***Argentrock Isle*** *has many who would appreciate your courage and talents.* ***Xavier*** *tests countless promising students, and* ***Stellos*** *has guided many with his wisdom, but you have the ability to succeed beyond any previous accomplishments.* ***Korick****, the smith, has also been known to be useful to the students of Stellos — in a practical way. I have seen your acts of strength, but I also know your heart, and your compassion marks you for great things, for leadership.* ***Stellos*** *may be wise enough to mark it in your actions. The others are too gnawed by the problems of their small lives to make momentous changes — though sometimes they know more than they tell.* ***Cyrrus*** *is one such. Some aspire to reach* ***Stratos****, but where they fall short, you may not. The world is vast, with a myriad of paths to truth, and when one is completed, the next beckons*





Hydros

Each time I rouse, Traveller, you have made progress that marks you indelibly. You seek the next step from me, and I can see that you will not rest until your touch has affected every corner, from mountain-top to deepest abyss. You have mounted the skies. Look you now to flowing worlds of ***Carthax*** *if you wish another quest.* ***Hydros*** *would doubtless reward any adventurer who endeavored to free her, and your redoubtable magic can make a long-dead spring the fountainhead for a Titan's floodwaters. The new Tempest's power is involved, however, and one never gains power without another's loss. As no one relishes lost power, once* ***Hydros*** *is loosed, Devon will doubtless have a request. If your warrior's heart yearns for the fiery thrills of danger*

Pyros

The world is in turbulent upheaval, I can feel its resonance in every rock and stream. The air seems to breathe it. A balance has been toppled and must be righted. The Sorcerers of ***Daemon's Crag*** *are key. Speak to the acolytes, and be agreeable to all, though I fear they confide their closest secrets only to their own. Greatness awaits you there, though the way is fierce. Master Sorcerer* ***Malchir*** *can be a great ally or a powerful foe, and is not incapable of being both. Seek guidance from others such as* ***Beren*** *or* ***Gorgrond*** *— they are familiar with forces that I am sure will further your quest. Your passage causes powerful forces to awaken, and I sense that you will not be stopped by any obstacle, no matter how your way is barred.*

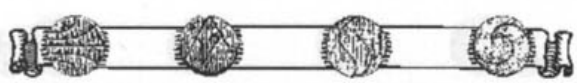
Ether

Your victory is nearly complete, Avatar. For the first time I can clearly see your true place in my world. My father knows all that may be, not just what is, and he sees the many futures that you might have forged coalesced into one. Mythran suspects this also. You will end the fire and rains, as well as the trembling of the ground. Stratos' tricks cannot blind you, and ***Devon*** *knows your abilities — he will help. There are dangers now, but I know the gateway will open before you, lifting you beyond all worldly obstacles.*

Victory

Avatar! Though my father forecast your success, I only now see the scope of his vision! The Titans fear you, though they seek to disguise their dread. They remain behind doors and prepare for doomed battles. A door, a battle, another door

I am watching



Walkthrough

You would do well to learn the philosophies of the Theurgists, Traveller. For every ill there is a cure, for every path barred, there is a way around or over or through. There are no questions without answers.

The Pagans have a story. Once there was a child who awoke from a dreamless sleep, only to find himself in a strange place — a house he had never seen before. In this house there were many wonders, and he knew it was filled with magic. There were no doors or chimneys, and the narrow windows looked out into a black, depthless void. The youngster first sought help by crying out for his parents or any nearby aid, but his words were trapped within the walls. When that proved useless, he searched for switches or levers or keys that might open a secret passageway. The walls proved bare, however, and the drawers and boxes were empty. Then, he reasoned, there must be a magical exit hidden nearby. He looked for books which might give him the words he needed, but there were none to be found. He then sat upon the floor and thought.

Eventually he decided the only way out would be through the very floor itself. He used a nearby dagger to pry up some boards, and made a chilling discovery. Beneath the floor there was not dirt, but the same unwavering darkness that hung outside the windows. Then the answer was clear. He knew there was only one way to escape. He lay down on the bed, and closed his eyes. When he awoke, he was safely home. So you see, friend, you will never find your way truly blocked. There is always passage.



The cardinal directions for Pagan are diagonal. North is toward the upper-right corner of your monitor screen, east is toward the lower-right corner, south is toward the lower-left corner, and west is toward the upper-left corner.

The notations in parentheses [for example, (DO, 2)] are map keys. The letters specify which map (see chart, below), while the number identifies the keyed location on that map.

"•" precedes an action you should take. " ◦ " precedes descriptions of things you should see or be told, and usually require little action on your part. In addition, there are Hints, Notes, Warnings and other Extras throughout the walkthrough.

Walkthroughs for two subplots (Ghost and Slayer) are also included here, on p. 319.

AI Argentrock Isle
AN Ancient Necromancers
BG Breaking Ground
CE Cemetery
CL Carthax Lake
CT Central Tenebrae
DC Daemons' Crag
DO Docks
ER East Road
EP Ethereal Plane (End Game)
ET East Tenebrae
FR Fisherman's Reef
GR Ghost Room
HV Herdsman's Valley
LC Lower Catacombs
LT Lava Tunnels
MK Hall of the Mountain King
OF Obsidian Fortress
PA Plane of Air
PD Pit of the Dead

PE Plane of Earth
PF Plane of Fire
PL The Plateau
PW Plane of Water
SC Stone Cove
SH The Shrine
SL Slayer Map
UC Upper Catacombs
U2 Upper Catacombs II
WT West Tenebrae

Arrival

(DO, 1) Talk to Devon

- He knows some basic historical information.
- Roll up the bedroll (DO, 1), and put it in your backpack.

 Extra. Get the key (DO, 3) from the box behind the tree, unlock the trapped chest (DO, 4) and get the helmet. The skeletal remains in this chest hold several death disks, which are very dangerous in close quarters!

 Note. To use a death disk, double-click on the disk, then click on the target. Throw it — it explodes on impact. If there is any obstruction in the way, the disk will hit it and explode, and you may take damage from the explosion.
- Go to the Docks.

(DO, 1) Watch Execution

- Approach the execution area.
- Shaana decapitates Toran. Rhian sobs over her husband's body.
- Answer Tarna's interrogation questions.
- Go to Tenebrae (DO, 5).
- Answer the guard's questions.

Cemetery

ET, WT, FR Talk to townspeople

- Kilandra (FR, 1) has opinions about Mordea's despotic rule.
- Orlok (WT, 1) mentions the past reign of the Necromancers.

(CT, 1) Activate Great Palace Recall Pad

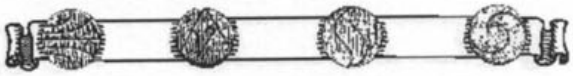
- The Recall Pad is on top of Great Palace; activate it by walking near or on it.

 Note. Recall Pads are square gray platforms that raise and animate an X on top of them as well as have animating pixels under them.

 Extra. In the southeastern tower of the castle is a keyring (CT, 2) in a basket in a barrel. (The keyring helps because, no matter how many keys are on the ring, its weight is always one. Also it keeps your keys organized and you don't have to remember which key is which.)

(ET, 1) Talk to Bentic

- He is at the library, either upstairs or at a desk downstairs.
- Ask about Tenebrae.
- Ask if he knows how to leave Pagan.
- Tell him you wish to leave Pagan.
- Ask about Mythran.
- Ask where Mythran lives.



(PL, 5) Go to Mythran's house through cave

Extra. In this cavern, any skeletons that are wearing pants have items in their inventory.

- Cross the water (PL, 1) by jumping from stone to stone. If you are not standing as far back as possible on each stone, you will over-jump — except when you jump to the second and next-to-last stone.
- Cross the rope bridge (PL, 2).
- Throw all levers without bones or skulls in front of them.
- Return across the bridge and use the lever (PL, 3) in the small ruined building to open the two large iron gates (PL, 4).
- Avoid the traps in Mythran's house.

(PL, 5) Talk to Mythran

- Tell him "I have many questions."
- Tell him you wish to leave Pagan.
- Confirm that you are not just testing him, that you truly want to leave Pagan.
- Get the Recall Item from Mythran. This is vital!

 Extra. Get Korghin's Fang (M9). This dagger has increased accuracy, and the damage of a regular sword. It is in a backpack downstairs, in a room with two large casks.
- Activate Mythran's Plateau Recall Pad (PL, 6). It's upstairs on the front balcony.

 Hint. To the northwest there is a cave with the Hammer of Strength (M6) (PL, 8).
- Use the Recall Item by double-clicking on it, and selecting "Tenebrae."

 Note. If you have not activated the Recall Pad on the top level of the Great Palace, then the Recall Item will not give you the option of "Tenebrae."

(CE, 1) Go to Cemetery

Hint. The East Road has many creatures wandering around. This is an excellent time to raise your strength by fighting. (The higher your strength, the more you can carry.)

(CE, 1) Talk to Vividos

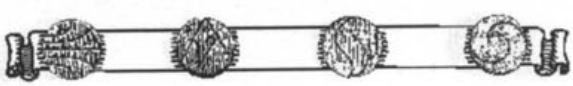
- He tells you about the necromancers' past, and also about the dagger that Mordea took from them.
- Ask about joining them.
- Continue to ask about the necromancers until the you can ask about Mordea.
- Ask about the dagger.
- Offer to get the dagger.

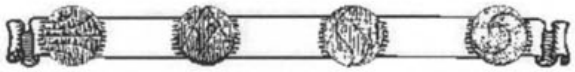
(ET, 2) Talk to Aramina

- She lives in a small wooden building (ET, 2). She is only there at the hour of Bloodwatch.
- Ask about the dagger.
- Promise she won't get in trouble.
- Get the key (ET, 2).

(CE, 1) Go to Mordea's bedroom

- It is safest to go when she is eating in the dining room. If she is asleep, she won't wake up if you stay near the wall and don't step on the carpet.





- Open door to Mordea's bedroom.
 - She's hidden the key (CT, 3) beneath a black "skull" cushion.
- Open the inner door (CT, 4) with Aramina's key.
- Open the chest (CT, 4) with Aramina's key.
- Get the ceremonial dagger.

(CE, 1) Talk to Vividos

- Give him the dagger.
- Watch the Ceremony.
- Ask if he is the Necromancer.
- Ask what a Scion is.
- Accept his offer to become his apprentice.
- Offer to get the reagents for Vividos.

Change in Rule

(ER, 1) Talk to guard on East Road

- Devon is imprisoned, and Bentic has been executed.

(CT, 6) Talk to Devon

- Devon is in the Great Palace dungeon.
- Use the switch beside the prison door (CT, 7) to open it.
- Tell Devon you will help him to learn Mordea's motivation.

(ET, 3) or (CT, 3) Talk to Salkind

- He'll tell you that he keeps the logbook in his house.

(ET, 3) Read logbook

- It mentions "forbidden" research, sealed in the dungeon behind magically locked doors.
 Hint. There are two keys in Salkind's house, one is beneath a towel and the other is behind a spittoon.

(PL, 5) Return to Mythran's house

- Talk to Mythran.
- Buy the Secret Door Scroll from Mythran for 50 coins.
- Get the Ceremonial Shield from a wall upstairs. There is a book about the Shield nearby.

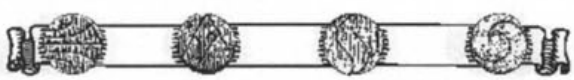
(CT, 8) Return to Great Palace basement

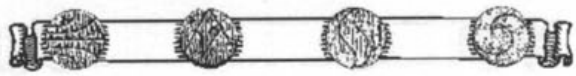
- Use the *Secret Door* scroll on the wall (CT, 8) near the book in the doorless room.
- Read Bentic's research (CT, 8).
 - The palace guards discover and arrest you.

(DO, 2) Explain that Devon is heir

- Tell the people on the docks that Devon is the rightful heir.
- Watch the resulting duel.

 Note. You may now buy *Confusion Blast* from Mythran.





Earth

(ER, 3) Get Executioner's Hood

- Executioner's Hood can be found off the East Road path, in a sunken area guarded by changelings.

(WT, 2) Get wooden stick

- Wooden sticks are outside the burned-out house in West Tenebrae, near a large tree. (The proper sticks have three points.) The ghost does not attack peaceful travellers, so it's best to stay out of Combat Mode.

(CE, 1) Get useful items from Vividos

- Give reagents to him.
- Get the Key of the Caretaker from Vividos.

 Warning. You must have room in your inventory to get the key, or it will be lost!
- Get all the reagents from the upstairs southern room. The bag is also useful.
- Read all the books upstairs: they teach you what you need to cast certain spells.

(CE, 2) Create entry to Upper Catacombs

- Go to building north of Vividos' graveyard.
- Create a hole in the building's (CE, 2) north wall.
- Cast *Open Ground* spell. The wall crumbles, and beyond it lies the first chamber of the Upper Catacombs.

(UC, 1) Enter Upper Catacombs

- Go to the small building (UC, 2) without a roof. There is a ghoul and a box inside. Once you walk near, the ghoul wakes up.
- Walk into the building and fall through the floor to the necromancer area.

 Warning. Beware of glowing spots in Upper Catacombs floors. They are fire spouts.

 Extra. The box has magic leggings and coins. To get them, when the floor drops, click and hold the left button while holding the right button down. You will catch yourself on the other side of the hole. Quickly release then click and hold the left button to pull yourself up. Kill the ghoul in order to get the box, then drop down the hole to the necromancers.

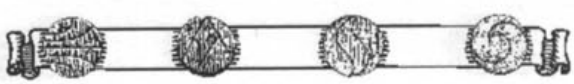
 Hint. There are useful reagents (AN, 2) near the entrance (AN, 1) to the Ancient Necromancer level.

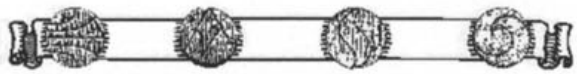
(AN, 3) Speak to first necromancer

- Use *Death Speak* on first Ancient Necromancer.
- Learn *Mask of Death* spell.
- Go northeast until you find a ridge. Climb over it, either kill or avoid the kith, and cast *Mask of Death* on the three daemons (AN, 4). You can also avoid them.

(AN, 5) Speak to second necromancer

- Use *Death Speak* on second necromancer.
- Learn *Rock Flesh* spell.
- Cast *Rock Flesh* on yourself.
- Head north, and then west.
- Run through the corridor (AN, 6); the spell protects you from the lightning bolts. Keep running.





(AN, 7) Speak to third necromancer

- Use *Death Speak* on third necromancer. Make sure no dangerous creatures are nearby.
- Learn the *Summon Dead* spell. Once you learn this spell the necromancer teleports you to a small plateau (AN, 8).
- Go to the east through electrical fences, and over the chasm.

Hint. The best way to get rid of skeletons here is to defeat them, then throw them over the side. This is not always easy.

(AN, 9) Speak to fourth necromancer.

- Use *Death Speak* on fourth necromancer.
- Learn *Grant Peace* spell.
 - This is a useful spell, especially against ghosts. When you learn this spell you are teleported to a new cave (AN, 10).
- Head north, through a nest of changelings, until you come to a structure in the center of a grassy area (AN, 11).

Hint. There are many useful reagents nearby.

- Enter the structure to go to the next area (AN, 12).

Warning. It is very hazardous to pause in this area.

- Run to the south until you get to some stairs. Head north and west.

Hint. There is magic armour (M2) (AN, 13) located in the southern area of this cavern.

- Leap the lava and climb onto the raised walkway.
- Follow the walkway west then north until you come to the end. Jump onto the next raised platform (AN, 14) to the east.
- After teleporting to the next cave (AN, 15), head west, south and then west until you come to the fifth necromancer (AN, 16).

(AN, 16) Speak to fifth necromancer.

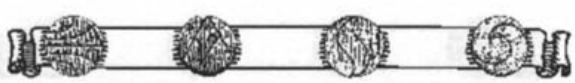
- Use *Death Speak* on fifth necromancer.
- Learn *Withstand Death* spell. You are then teleported to the next cavern (AN, 17).
- Head west and north. Follow the northeastern wall until you come to a shooter (AN, 18) with no apparent way around.
- Cast *Withstand Death* and walk through.
- Head west, north, east, and north once again.
- You reach a building with stairs (AN, 19). Enter the building.

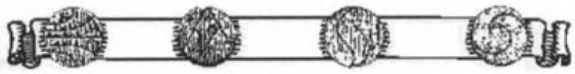
(AN, 19) Speak to sixth necromancer.

- Use *Death Speak* on sixth necromancer.
- Learn *Create Golem* spell.

Warning. Avoid puddles on cavern floors — they conceal weak spots. Walking along the walls is advisable.

- Go up the stairs to the Upper Catacombs (UC, 3).
- Go south, west, south, and then east, and enter the Upper Catacombs II (UC, 4).





(SC, 2) Find and open doors leading to Hall of Mountain King

- Go to the southwest corner of the Upper Catacombs II (U2, 2).
- Throw the switch (U2, 3) to lower the gate (U2, 4).
- Open the next door (U2, 5).
- Stone Cove is an area with three entrances along the north wall. The left entrance (SC, 1) is a cave entrance that takes you back to Upper Catacombs II. The center entrance (SC, 2), which has tall black doors, leads to the Hall of the Mountain King. The door on the right (SC, 3), fronted by a wall with spikes, leads to the Pit of the Dead. *Hint.* To the south there is a small island. On the island is Deceiver (M7) (SC, 4).
- Cast *Create Golem* on the dirt outside the tall, black double-doors (SC, 2).
- Tell the golem to open the doors.

(MK, 1) Go to Hall of Mountain King

- Head north from the entrance (MK, 1) and jump over a chasm (MK, 3).
- Find area that has a checkered floor (MK, 4).
- Climb over wall.
- Throw switch next to the throne. (The switch outside the wall does nothing.)
- Kill or avoid the ghouls that pop up.

(MK, 5) Cross bridge and floating platforms

- Go back close to the beginning, then head west, until you reach a bridge (MK, 5) created by throwing the switch. (Watch out for disappearing parts of the bridge.)
- Run around the golem and follow the passage.
- Jump across each of the floating platforms (MK, 6) individually.

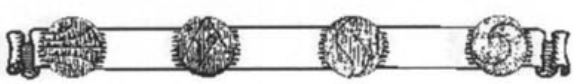
 Hint. You can walk along the edge of the water, and skip the jumping part.

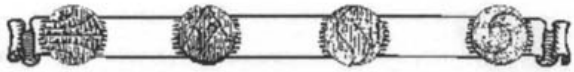
 Hint. There is a chest near here. It is out of reach, but you can use *Aerial Servant* to bring it down.
- You must now deal with yet another golem. Lure the golem down to the south then run around him to the north. This gives you time to gauge and jump to platforms that are appearing and disappearing.
- Cross the platforms. The first two platforms disappear, after which they are solid.

(MK, 7) Pass force field maze

- Head to the north until you come to the force fields (MK, 7). You'll recognize the force fields; they are blue walls that appear between posts, zap you and throw you back.

 Hint. You can test where fields might be by tossing mushrooms. A blue wall will flicker if there is a field. Or, if you have a couple purple potions, consume one then run half way through, stop and take another and run the rest of the way to the north end. (Purple potions are potions of invincibility. You won't need them to go back through the maze because the Gem of Protection in the chest (MK, 8) protects you against force fields.)
- Go through the maze of force fields to find a chest (MK, 8) at the north end. This chest contains a key and a Gem of Protection for returning through the fields.
- Take the gem and the key, and head back through the fields.
- Find and open the door (MK, 9) on the west wall with the key.





(MK, 10) Cross stepping stones

- Follow the corridor west then south, then west again.
- Head north when the cavern opens up, until you see water with stepping stones (MK, 10).
- Jump one by one to get across.

Hint. Once you reach the water, go west along the edge of the water until you walk out of sight. Even though you can't see yourself, take about three more steps, jump west, and continue to follow the edge of the water all the way around to the other side. This allows you to get around the water without using the stepping stones.

(MK, 10) Get key

- Go north.
- This hallway has passages to the west that are very difficult to see. Take the first passage. It opens up to a cavern with changelings, blue force fields and a chest (MK, 11) in the south west corner. In that chest are potions of all colors.
- Move the potions in the chest to get the key. Take the key and return to the hallway.

(MK, 13) Unlock door

- Head north. Look for the second hard-to-see passage to the west.

Hint. At the far north end of this passage are two fading platforms that take you to an island with an earth symbol (MK, 12). Do not go out here yet! It teleports you back to the beginning (MK, 2) of the Hall of the Mountain King. There is no reason to go out here yet. If you go far enough to find a troll, then you have gone too far.

- Go down the second passage. When the cavern opens up you have no choice but to go north and jump across some water.
- On the other side is a locked door (MK, 13). Open the door with the key from the first west passage.

(MK, 14) Cross moving platforms

- Go through the door and then head west to the end of the passage. To the south at this point are more moving platforms (MK, 14).
- Jump to the first platform, then jump at an angle to the second. Next, jump to the land itself; do not jump to the third platform. The only difficulty here is jumping to the land when the platform is not in the way.
- Head north to Lithos (MK, 15).

Hint. Go south and look for the Recall Pad (MK, 17) so that you can activate it for later use. Watch out for the big land symbol (MK, 16) on the ground. This sends you back to the beginning of the Hall of the Mountain King. At this point that would be bad. Later, it is very useful.

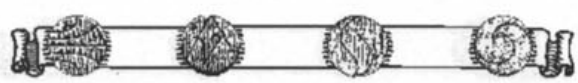
(MK, 15) Talk to Lithos

- Ask to be Lithos' apprentice.
- Agree to perform the Ritual of Interment.

(CE, 1) Return to Vividos.

- Use the Recall Item to get to Central Tenebrae (CT, 1).
- Go to the cemetery. Inter Lothian (double-click on her).
- Get the Key of the Scion.
- Agree to go on Vividos' pilgrimage.

Hint. Vividos may send you to Moriens, when in fact he means the Heart of Earth. Take care to visit the Zealans.



Zealans

(SH, 1) Go to shrine

- Return to the catacombs via the building (CE, 2) to the north, and head northeast until you find a building (UC, 6) with a door and a plaque (saying "Towards fate do you travel") on the east side. This building is recognizable by the natural cave wall to the north.
- Use the Key of the Scion to unlock the door.
- Enter the door.

Note. You may now purchase *Meteor Shower* from Mythran.

(UC, 6) Go down stairs

- Go down the stairs (UC, 6), and then west across the lava.

Hint. There is a dead body with a book about the Zealans and the Ceremonial Shield.

- Go north, through the door (UC, 8) / (SH, 1) and continue north then northwest past some rolling balls, then north again.
- Go east. You will come to a fork in the passage, one path going north to a fenced area (SH, 2), the other going east to a square room (SH, 3) with five levers and a chest. Continue east to the square room.

(SH, 3) Move levers to reach chest

- Move the skull candles far away from the levers to disarm the levers' trap.
- Pull the levers until the center fence lowers.
- Get the key out of the chest.
- Unlock the north door (SH, 4).
- Follow the passage north, east and south.
- Open the chest (SH, 5) and take the Skull of Quakes.
- Return to the fork in the passage and go north to the fenced area (SH, 2).

(SH, 2) Navigate fence maze

- Enter the fenced area. The pressure plates raise and lower the individual fence gates.
- Walk to the northeast area and climb onto the raised platform.
- Jump northwest from the northwest corner of the platform to bypass the entire west portion of the maze.
- Go north out of the maze area.

(SH, 7) Go down to second level

- Go west, the turn south, following the passage south to avoid the spike balls.
- Climb up the west wall (SH, 6) and continue past the pit.
- Take the first north passage. (It leads to a tombstone that reads "AMREZHAR by the Ancient Ones He is Met.") There is a table with two reagents and a bag (SH, 7).
- Cast Open Ground.
- Drop down to the lower level of this area (SH, 8).

(SH, 10) Open gate

- Go south. The passage splits west and east, but the east way is blocked by stalagmites. The west way bends straight north through an archway (SH, 9).
- Take the western path, following it north through the doors to the T-intersection.
- Go east. You come to a room (SH, 10) with a table, marbles strewn on the floor and a raised platform on the other side of a fence.
- Throw a marble onto the raised platform to open the gate. You may have to back up until just the southeast tip of the platform is showing.

Hint. Stand on the skull to throw the marbles farther.

(SH, 11) Find keys and pass tripwire

- Go north through the gate into a large room (SH, 11) with two platforms.
- Get the keys which are under each platform.
- Continue north.
- Jump over the lightbeam tripwire (SH, 12).
- Go east at the T-intersection until you come to a "stairway puzzle" (SH, 13).

(SH, 13) Solve stairway puzzle

Hint. The trick to the puzzle is that you can only move the stairs "down."

- Place the clock on the platforms (numbered 1, 2, 3 from left to right) in this order:

3,1	3,2	1,2	3,1	2,3
2,1	3,1	3,2	1,2	1,3
2,3	1,2	3,1	3,2	1,2.

A doorway opens at the top when you have completed the puzzle.

Hint. The first number of a pair should lower a stair, and the second number should raise a stair.

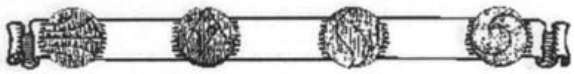
(SH, 14) Pass light beams

- Climb to the top.
- Cast *Rock Flesh* or *Withstand Death* and walk through the two light beams (SH, 14).
- Go down the stairs on the far side, then west until you find a set of tall double doors (SH, 15) to the west.
- Open the door with the key that you got from under the left platform (SH, 11).
- Open the set of doors after the tall double doors.

(SH, 16) Get key and use shield

- Get the key (SH, 16) from under the skeleton (on a bench) near the statues. This key opens all the short double doors in this cavern.
- Put the Ceremonial Shield on the altar (SH, 18) and leave it there.

Hint. You can use the shield you got at Mythran's house. If you don't have it, you can go back to the room south of the marble room, and get another Shield (SH, 17).



(SH, 19) Talk to Zealan statues

- They recognize the Shield from Mythran's house. They tell you to enter the Tomb of Khumash-Gor and retrieve the tip of the Obelisk. They warn you that the spirit of Khumash-Gor may still live.

(SH, 21) Defeat Khumash-Gor and find two artifacts

- Use an *Opening* scroll (from Mythran (PL, 5)) to go through the door (SH, 20) behind the Zealans. The spell does not work if the shield is not on the altar.
- Khumash-Gor appears as a ghost (SH, 21). Use *Grant Peace* or a magical weapon.
- Get Khumash-Gor's scimitar (M8). It lies where the ghost once was.
- Get the obelisk tip (SH, 22). It is in a box behind the throne of Khumash-Gor.

(SH, 19) Talk to Zealan statues again

- They tell you they know your goals and potential. They mention Ether, the Fifth Titan, and that such a status is your"destiny." They also tell you to go to Water and Air.
 Note. You may now purchase *Summon Creature* from Mythran.
- Use the Recall Item to return to the Hall of the Mountain King (MK, 17).
- Use the Earth Symbol Teleporter (MK, 16) to return to the southern corridor (MK, 2) of the Hall of the Mountain King.
- Go south through the entrance to Stone Cove (MK, 1).
- Go through the western door (SC, 1) to the Upper Catacombs.
- Head north, west, then south until you come to a small building (UC, 8).
- Use the Skull of Quakes (SH, 5) on the red hole in the wall (UC, 8). The light fades for a moment.
- Go into the new hole in the floor (UC, 9), through the door in the bottom, and walk near the Recall Pad.

Air

(AI, 1) Go to Argentrock Isle

- Go to the Upper Catacombs II in the eastern-most tip of the Upper Catacombs (UC, 4).
- Go south again as though you were going to Stone Cove. Halfway there is an entrance to the east (U2,6).
- Take the corridor (U2, 6) to Argentrock Isle.
- Cross the bridge and look for the Recall Pad (AI, 1) to the northwest of the bridge.
- Activate the Recall Pad.

(AI, 4) Talk to Xavier

- Xavier is the one wearing dark blue clothes and carrying a sword.
- Ask for enlightenment.

(AI, 4) Pass Common Sense Test

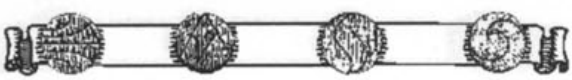
Hint. Books nearby may contain stories teaching common sense.

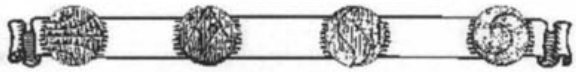
Hint. The answers to the test:

Comfort children.

Look for honesty in companions.

Welcome your child.





Tell the truth about the battle.

Enjoy breezy evenings on the porch.

Sacrifice your sight to heal the sick.

Say that weapons destroy but wit builds.

Don't brag.

Tend the injured.

Always give truthful testimony.

(AI, 3) Take Centerness Test

- Ask to take second test.
 - He tells you to go to Windy Point (AI, 12), to the west. The Centerness Test is a tall platform (AI, 3) with a symbol on the top.
- Climb up to the top and the test begins.
- Maneuver to stay on the platform until the wind stops.

 Hint. Do not use full arrow during this test unless absolutely necessary. Remember that the center of where the arrow (cursor) originates is the symbol, NOT where you are standing.

(AI, 2) Follow Stellos' instructions

- Talk to Xavier (AI, 4). He sends you to Stellos (AI, 2).
 - Stellos is wearing white robes. He tells you to prepare for the next test by constructing your foci.
- Get the key to the testing room from him. He tells you to go below the monastery building (AI, 5).
- Descend the stairs located in the kitchen.
- Head east from the cavern entrance (AI, 6).
- Unlock the door (AI, 7) with the key that Stellos gave you.
- Enter the cavern.
- Find eight pieces of silver ore. The silver ore looks just like the other light gray stones in this cavern, but smaller.

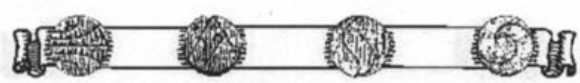
 Hint. Protector (M11) is located near here (AI, 8).

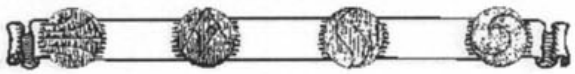
(WT, 4) Make Foci

- Teleport to Central Tenebrae (CT, 1) and proceed to West Tenebrae.
- Ask Korick in West Tenebrae (WT, 4) to make each focus.

 Note. Be patient and careful, because you have to ask him to make each individual piece.

 Warning. Korick will make duplicate foci and you can be left with one focus short of a complete set due to lack of silver ore! If you get desperate, you can steal from him if he steps off the screen for a second.
- Return to Argentrock Isle (AI, 5) via the Recall Item.
- Place each focus, one at time, on the Altar of Focus (AI, 5) to charge them.
- Study spells in Monastery (AI, 5).
- Talk to Torwin (AI, 9).
- Talk to Cyrrus (AI, 10).
- Talk to Stellos (AI, 2). Tell him that you have made your foci.





(AI, 11) Take third test

- Ask to take the third test. He once again sends you below the monastery (AI, 5).
- Go down the stairs in the kitchen again, but this time go west to find a ledge (AI, 11). On the other side of the water is a wounded torax.
- Cast *Aerial Servant* (it looks like a shackle) on the torax, then click on the ground next to you. The torax appears there.
- Use *Healing Touch* (it looks like a pointing hand) on the torax.

(AI, 12) Find Xavier's missing focus

- Talk to Stellos (AI, 2). He tells you that Xavier is missing the focus of healing.
- Talk to Xavier (AI, 4). He tells you about Torwin's research on combining foci and power.
- Talk to Stellos (AI, 2). Say you have met both Torwin and Xavier.
- Talk to Cyrrus (AI, 10).
- Cast Hear Truth on Cyrrus to learn that Torwin is heading to Windy Point (AI, 12) to perform his experiment.
- Confront Torwin (AI, 12). He is at Windy Point, north of the Test of Centerness. He attempts the leap.
- Retrieve the focus of healing.

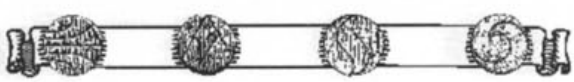
 Hint. You can also take the ring he drops, mention it to Stellos (AI, 4), Xavier (AI, 2) or Cyrrus (AI, 10), and return it to Rhian (ET, 4).
- Talk to Stellos (AI, 2). Tell him you have found the focus.
- Return the focus to Xavier (AI, 4).

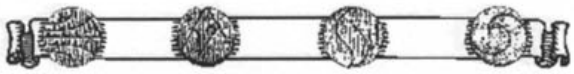
(AI, 12) Take Leap of Faith

- Talk to Stellos (AI, 2). He tells you to take the Leap of Faith.
- Go back to Windy Point (AI, 12).
- Stand between the pillars at the edge, and jump as far as you can (make the arrow full-length) to the west.
- Make your way up the floating stepping stones until you land on the largest platform (AI, 13).
- Walk to the northern part of that platform. Stratos now picks you up and talk to you.
- Talk to Stratos (AI, 13) and receive Air Walk focus.
- Learn about the Blackrock fragment called Breath of Wind.

 Note. Do not get the Breath of Wind at this point, because you will not be able to use Theurgy spells once you take the Breath of Wind.

 Note. You may now purchase *Call Destruction* from Mythran.





Water

(U2, 7) Go to Carthax Lake

- Go back to Upper Catacombs (UC, 9) and then to Upper Catacombs II (UC, 4).
- Go south through a small passage way, past the entrance to Argentrock Isle (U2, 6) and take the east passage.
- Continue all the way south to the entrance to Carthax Lake (U2, 7)/ (CL, 1).

(CL, 4) Go to Hydros

- Activate the Recall Pad (CL, 2).
- Head west until you can go no further, then go south as far as possible, then east.
- Go north to the edge of the water (CL, 3).
- Follow the edge of the water west to find a bridge going out across the lake. At the broken end of the bridge, there is a cross-bridge with another broken bridge on the other side.
- Jump to the cross-bridge, then follow that piece around to the west, then north. You should now be on a plateau with water in its center.
- Walk out onto the white platform (CL, 4).

(CL, 3) Talk to Hydros

- She says that she is trapped. Agree to help her.
 - She tells you that you must cast *Open Ground* on the grave of her captor (BG, 6) and set the water free.

(BG, 6) Free the Water

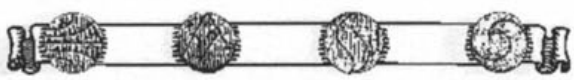
- Go back across the broken bridge and go west to find a cavern entrance (CL, 5).

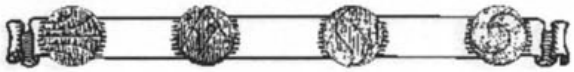
 Hint. There are magic gauntlets (M3) (BH, 7) and magic leggings (M4) (BG, 8) nearby.
- Go in. There is a troll to the west and bones on the floor. Run past the troll (or you can fight it).
- Enter the cave (BG, 1). Go west until you see a northern wall with spikes on it (BG, 2).
- Climb over the wall, in the area that doesn't have spikes.
- Go north until you see a wall to the west with a fence (BG, 3) over a hole in the middle of the wall, with two switches nearby.
- Use the switch on the left to lower the gate.
- Climb through and continue west. You come to a wall with spikes on it, with a gate (BG, 4) in the middle.
- Walk to the gate, and it will open. Go through the gate and continue west.
- Go west, south, west, north and then east through the cave entrance (BG, 5).
- Go north. Find the tombstone (BG, 6) on the other side.
- Cast *Open Ground*. This frees the water and forms a waterfall.
- Return to the white platform (CL, 3).
 - Learn that Hydros is unleashed, and Devon is powerless and in danger.

(CT, 1) Talk to Devon

 - Now that he is Tempest, you can find him in the Great Palace.
- Agree to resolve storms and find the sorcerers.

 Note. You may now purchase *Devastation* from Mythran.





Fire

(LT, 2) Find and talk to Beren

- Teleport back to the Upper Catacombs (UC, 9). Return to the Upper Catacombs II (UC, 4) as if you were going to Carthax Lake once more. The way to Daemon's Crag is north and then east from the cavern that has the Carthax Lake entrance.
- Go through the Lava Tunnels, which are cooled rivers of lava.
- Go to the western edge of the lava. Beren (LT, 2) should be there.
- Talk to Beren.
- Use the *Air Walk* focus to reach where Beren was.

Warning. Do not attack any sorcerer, or all the sorcerers will turn against you, and you will not be able to complete the plot!

(DC, 3) Talk to Bane

- Go to the southern wall, through the center passage. Climb up and go south to enter Daemon's Crag (LT, 3).
- Activate the Recall Pad (DC, 2) in Daemons' Crag.
- Go to Bane (DC, 3).
- Reveal your name.
- Ask about the Enclave, Morgaelin, current Sorcerers, Acolytes and First Acolyte.
- Agree to any task.
- Learn the true name from Bane (DC, 3) and Vardion (DC, 4).

(DC, 4) Talk to Vardion

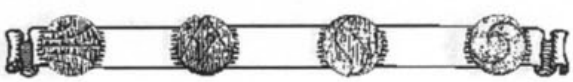
- Reveal your name.
- Explain that you go where you will.
- Apologize for offending him.
- Ask about the First Acolyte, dealings with Tenebrae and shrewd bargaining.
- Agree to any task.

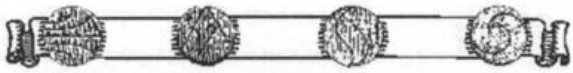
(DC, 3) or (DC, 4) Cause Bane or Vardion to kill the other

- Tell either Bane or Vardion the other's true name.
 - That sorcerer will summon a daemon to kill the other sorcerer. Malchir appears and angrily asks who will fill the now vacant position. The sorcerer offers you as a candidate.
- Accept the vacant position.
- Agree to take the necessary test after studying at the Library (DC, 6).
- Get the key to the Library from the new First Acolyte (the surviving sorcerer). The First Acolyte always lives in the First Acolyte's building (DC, 4), no matter who currently has the position.

(DC, 6) Study and get necessary items

- Go to the Library (DC, 6). It is west and to the south from Vardion's house, and has huge double doors and barred windows.
- Learn spells, information on Ritual of Flame and about the Blackrock Fragment and its effect on the titans.





- Obtain all wands, symbols, rods, etc. in the library.
- Get three candles of each color and as many of the reagents in the library as you can carry.
- Talk to First Acolyte (DC, 4). Agree to take the test.

(DC, 4) Begin Test

- Enchant the foci with *Flame Bolt*, *Flash* and *Endure Heat*. The reagents and foci are in the library (DC, 6).

 Hint. During the test all the reagent, candles, wands, etc. in the First Acolyte's house are yours for the taking.
- Learn the spells and information on Ritual of Flame.

 Note. You must have all the reagents with you when you take the test. If you leave the house in middle of the test, you have to start all over again.

 Hint. Since all the reagents in the Library are yours for the taking, it is an excellent place to make the spells you need without having to carry a bunch of reagents with you. There is also a room in the Obsidian Fortress that offers the same opportunity.

 Hint. The spells that you must have to complete this stage are *Extinguish*, *Ignite*, *Flash*, *Flame Bolt*, *Endure Heat*, *Armour of Flames*, *Explosion*, *Summon Daemon* and *Banish Daemon*.

(DC, 8) Go to trials location

- Cross the bridge to the northwest (DC, 7).
- Go to the Obsidian Fortress (DC, 8).
 - The entrance to the Obsidian Fortress is at the end of the bridge that crosses the lava. You'll find it to the northwest of the Library. It only opens after you pass the first three tests.
- Talk to Malchir (DC, 11). He summons two daemons and then disappears.
- Cast *Banish Daemon* on these two, or run past them.
- Go down the steps (DC, 12) to Arcadion's lair (OF, 1).

 Hint. You can use all the magic components here to create the spells you need for the upcoming trials.
- Talk to the daemon Arcadion (OF, 2) and tell him you want to see Malchir.

 Hint. Do not attack Arcadion or banish him, or you will not be able to continue.
- Walk to the alcove (OF, 3) opposite the stairs and you are teleported to the trials (OF, 5).
- Get the four symbols.
 - Each trial requires a spell for completion: *Extinguish*, *Flash*, *Endure Heat* and *Armour of Flames*. There is a sign at the entrance to each trial telling you which you will need.

(OF, 6) Extinguish trial

- Find the pentagram with five fires burning around it and a magic helm in the middle. Cast *Extinguish* on yourself. When this is done the fires disappear. Get the helm and the symbol underneath it.

(OF, 7) Flash trial

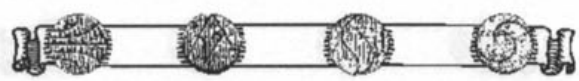
- Cast *Flash* to get past the spiked balls (OF, 7) and the fire shrooms to obtain the symbol (OF, 8).

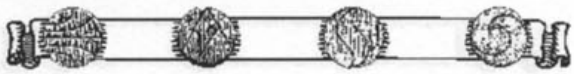
 Hint. You may instead use *Rock Flesh*, Intervention or purple potions.

(OF, 9) Endure Heat trial

- Cast *Endure Heat* to cross the lava (OF, 9) and retrieve the symbol (OF, 10).

 Warning. Remember that you can only walk on the orange lava — not the yellow.





(OF, 11) Armour of Flames trial

- Cast this spell to survive the fireballs (OF, 11) that appear around the symbol (OF, 12) as you approach.

 Hint. Near the symbol is also the Daemon Shield (M14).

 Hint. you may instead use *Rock Flesh*, *Intervention* or purple magic potion, and not worry about the fireballs. The magical shield (M14) will also protect you from fireballs.

(DC, 5) Summon Pyros

- Return to Arcadion by returning to the teleporter (OF, 5).
- Talk to Arcadion (OF, 2). He sends you to Malchir (OF, 4) via the teleporter at the back of his chambers.

 Hint. To the left of the stairs (OF, 14) is the Blade of Striking (M10).

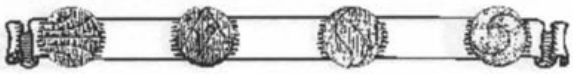
 Hint. If you use the four magical symbols to cast spells, you will get an infinite number of charges!
- Prepare an *Ignite* spell, and get one red candle.
- Talk to Malchir (OF, 4).
- Cast *Flame Bolt*, *Explosion* and *Summon Daemon* at Malchir, in that order.
- Banish the daemon he summons. He then teleports you to the Great Pentacle (DC, 5).
- Perform the Ritual of Flame, following Malchir's instructions.
 - Pyros finds a weakness in the binding spell, and Malchir sends Pyros back.
- Talk to Beren (DC, 9) or Gorgrond (DC, 10).
 - All Titans are adversely affected by Blackrock. Fragment of Fire is Pyros' Blackrock nemesis.

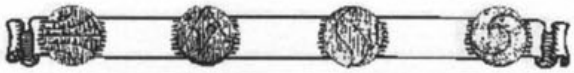
(OF, 4) Get useful items from Malchir

- Return to the Obsidian Fortress. Walk to the alcove opposite the stairs.
- Duel with Malchir.
- Get *The Destruction of the Temple* from Malchir's inventory and read it. This book describes the original location and destruction process of the gate.
 - Malchir may have a scroll explaining that you receive the power from the Tongue of Flame only when you carry the fragment over the Great Pentagram.
- Get the Tongue of Flame from Malchir's inventory.
 - You must walk over the Great Pentacle with the Tongue of Flame in your inventory to trigger the firestorms.
- Go back to the Catacombs and teleport to Mythran (PL, 5).

 Note. The Recall Item Mythran gave you does not work in Daemon's Crag or the Obsidian Fortress.

 Hint. Before leaving the Sorcerers' Enclave, make sure you have a couple of charges of *Endure Heat* and *Flash* — these are very useful in the Earth Realm. *Banish Daemon* is also good to have.





Ether

(PL, 5) Talk to Mythran

- He tells you about the Blackrock fragments and also about the gate.

(PD, 3) Get Heart of Earth

- Go to the Upper Catacombs via the Recall Item.
- Go through the entrance to the Upper Catacombs II (UC, 4).
- Go to Stone Cove (U2, 2).
- Go to the Pit of the Dead (SC, 3). It is the door in Stone Cove with spikes on top. Use the Key of the Scion to open those doors.
- Go to the tall doors in the southwest wall (PD, 2).
- Create a golem to open these doors.

 Hint. There is a key to these doors on a skeleton (PD, 4) farther north.
- Climb on the edge of the center arena (PD, 3), and go to the middle of the arena.
- Cast *Open Ground* in front of the tombstone (PD, 3). The ground opens, revealing the Heart of Earth.
- Take the Heart of Earth.

(AI, 13) Get Breath of Wind

- Return to Argentrock Isle (AI, 1) via the Recall Item.
- Use *Air Walk* to cross the chasm (AI, 12).
- Talk to Stratos (AI, 13).
- Cast *Reveal* spell.
- Use *Aerial Servant* to retrieve Breath of Wind from the pedestal to the north.

(CT, 9) Get Tear of the Seas

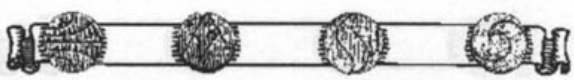
- Go to Central Tenebrae.
- Ask Devon (CT, 3) for help.
- Get the key to his chest in the study.
- Get the Tear of the Seas (CT, 9) from the chest in the southwest corner of the Great Palace.

(EP, 1) Go to Ethereal Plane

- Buy the *Ethereal Travel* spell from Mythran. It costs 250 coins.

 Hint. Placing the fragments in a pentagram around you also works. The order is Air, Fire, Water, Earth and the Obelisk Tip (with the Obelisk Tip being the lowest tip of the pentagram). "Use" the tip, and teleport to the Ethereal Plane.

 Warning. If you lay the pieces down and then read the book a second time, you will be teleported to the Ethereal Plane without the Blackrock pieces! That's very bad.



Endgame

(EP, 1) Arrival

- You appear on a platform floating in space. To the north is the Plane of Water, to the west is the Plane of Fire, to the south is the Plane of Air, to the east is the Plane of Earth.

(EP, 2) Plane of Water

- Jump from pedestal to pedestal, heading west (PW, 1).

 Hint. The Magic Helm (M1) is near here (PW, 3).
- Use the Tear of the Sea on Hydros (PW, 2). When this is done, you are returned to the Ethereal Plane.

(EP, 3) Plane of Fire

Hint. There is a magic shield (M5) (FI, 7) near here.

- Follow the path to the north. Jump from the broken bridge (PF, 2) to the other side.
- Go to the small shrine (PF, 3).

 Hint. Flame Sting (M12) is just visible behind the shrine.
- Get all the gray spheres from the chest.
- Return down the center path to the star puzzle (PF, 5). It looks like a star with glowing squares on each point.
- Put a sphere on each glowing square. The spheres will turn red, then disappear. For each sphere that disappears, a platform will raise in the lava.
- Jump from platform to platform, crossing the lava to the north.

 Warning. Once you jump from a platform it will disappear. If you jump straight up, you will fall into the lava.
- Find Pyros (PF, 6). Use the Tongue of Flame on Pyros. You are returned to the Ethereal Plane.

(EP, 4) Plane of Air

Warning. Some of the platforms fall out from under you. Small ones are safer than big ones.

- Jump from platform to platform, in a northeasterly direction.

 Hint. There are Magic Leggings (M4) just east of the first platform.
- Use the Breath of Wind on Stratos (PA, 3). You are returned to the Ethereal Plane.

(EP, 5) Plane of Earth

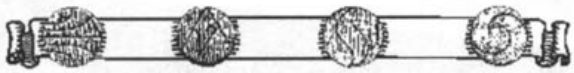
- Head northwest.
- There is an invisible walkway (PE, 2) over the lava.

 Hint. You can cast *Endure Heat* and walk along the outer edge. Or you can throw rocks around to see where they do not sink.
- Head north, then west, and find the platforms over the lava (PE, 3).
- Jump from platform to platform.

 Hint. Just jump down to the outer edge and walk around the lava.
- Head southwest to Lithos (PE, 4). Use Heart of the Earth on Lithos. You are returned to the Ethereal Plane.

(EP, 1) Conclusion

- Arrange the energized Blackrock fragments on the large gray pentagram.
- Energize the Obelisk Tip by "using" it on yourself. Walk into the Black Gate, into the Guardian's homeworld.



GHOST SUBPLOT

(WT, ET, HV, FR) Talk to Orlok, Jenna, Darion, Gwillim, Corinth, Gwillim, Kilandra

- Ask Orlok (WT, 1) to tell you some of his tales. The first tale he tells you is a ghost story.
- Talk to Jenna (WT, 1). She thinks perhaps the ghost story is true.
- Talk to Darion (ET, 2). He mentions the herdsman believes in the ghost.
- Talk to Gwillim (HV, 1). He says he doesn't want to talk about it.
- Talk to Corinth (HV, 1). She says Gwillim, her husband, has seen it.
- Talk to Gwillim (HV, 1). He'll admit that he knows the ghost, and that the ghost supposedly lives in a nearby cave.
- Go into the cave (HV, 3) and try to open the door.
- Complain to Gwillim (HV, 1). He directs you to Kilandra (FR, 1).
- Talk to Kilandra three times. The third time, she directs you to her daughter's grave (CE, 3).

(GR, 3) Get key and find ghost

- Go to the west side of the cemetery. Double-click on the appropriate tombstone (CE, 3).
- A ghost appears, throws a key to the ground and disappears. Get the key.
- Open the door (GR, 2) in the cave.
- Discover the ghost is really a floating suit of armour (GR, 3) (M2). Cast *Aerial Servant* spell to retrieve it.

SLAYER SUBPLOT

(SL, 3) Get the key

- Find a ruined building (ER, 2) at the south end of the East Road. The building is noticeable by a fire gem in the middle of the building, and there are skeletal remains nearby.
- Walk into the building. The floor will drop out from underneath you.
- Head west through the door (SL, 2), continue west past another book (SL, 3), southwest to a dead-end (SL, 4).
- Once you come to the dead-end, there is a door (SL, 4) to the north, behind which are women and a troll.
- Take the key (SL, 5) (in a backpack in the western corner).

(SL, 6) Pass the steel door and two books

- Return to the raised platform with a book on it (SL, 3), and continue north to the gate with a small building nearby (SL, 6).
- Go into the room and throw the lever. The steel door comes down, and a ghost appears at the doorway.
- Go north, then east to the next book (SL, 7).
- Continue north to the water, jump across, and climb over the raised area in the middle.

(SL, 8) Cross the stepping stones

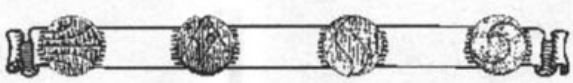
- Use the stepping stones (SL, 8) to get across the water and head west. There's a seeker here, so be careful.

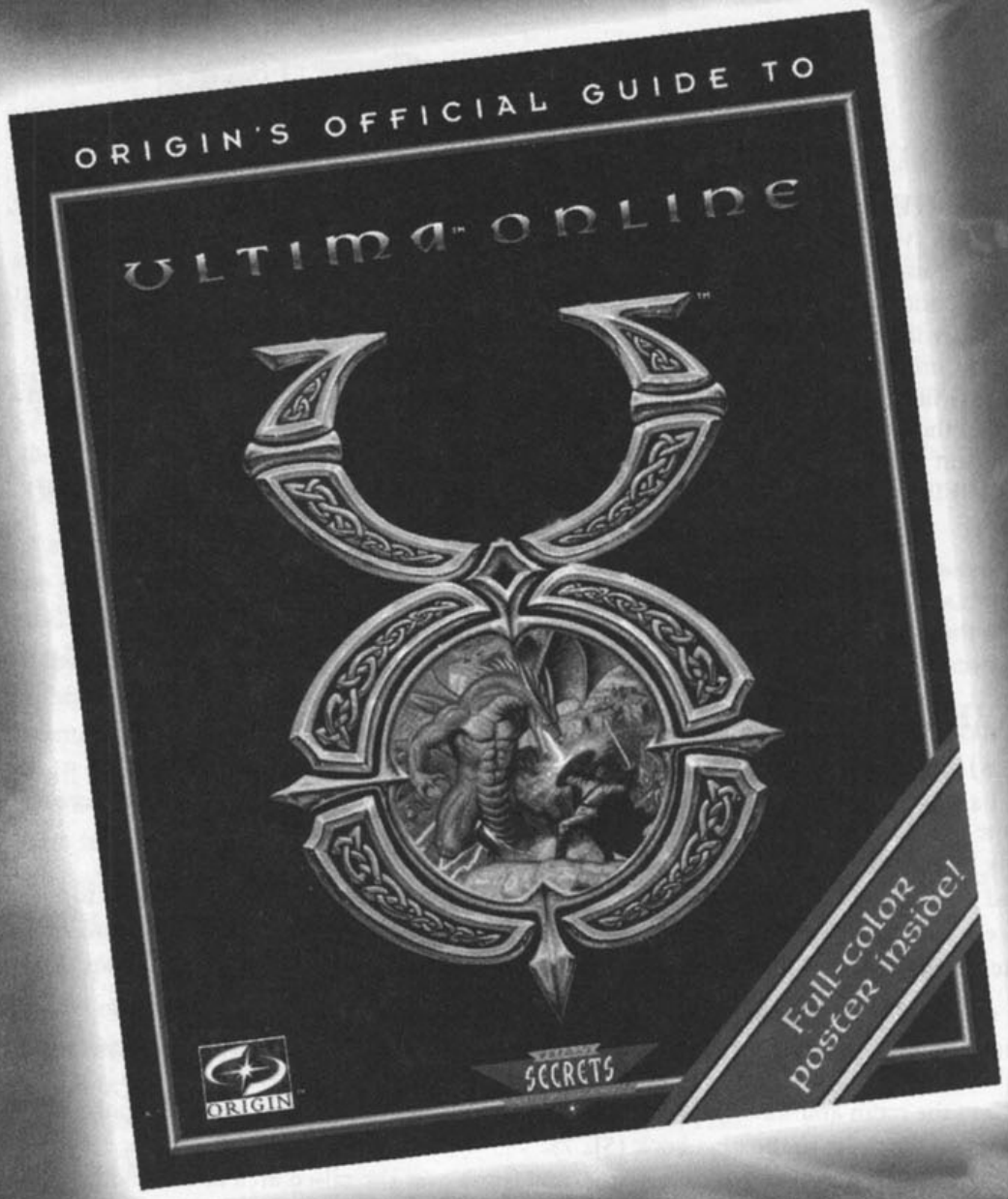
(SL, 9) Pass door near third pedestal with a book

- Find a door near a pedestal with a book. Unlock the door with the key from the southwest room (SL, 5).
 Hint. If you don't have the key, just move the book off the pedestal, climb on the pedestal and over the wall.
- Go through the door and around the wall to the south and west.

(SL, 10) Get Slayer and leave

- Climb over wall to the north toward center of room. There's a raised platform, with a door on east side below.
- Do not go through the door yet. Climb up on the platform (SL, 10) and get Slayer (M13) from the altar.
- Jump back down and go through door on side of platform. You find yourself in northwest corner of east road.





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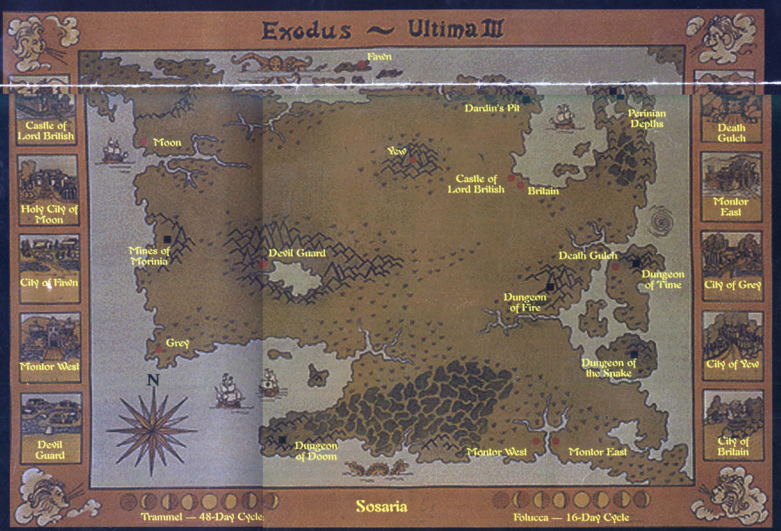
























Key
- Town, Village, Castle
- Shrine (Ultima VI)
- Shrine (Serpent Isle)
- Dungeon
- Serpent Gate